



SIGNATURE SERIES

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Please, remember, Evolution will only work with Native Instruments Kontakt 5.5.1 FULL (and up), but is not designed/intended for any other sampler. The sounds are licensed "as is" without warranties of any kind. Support us if you want more insanely sampled instruments like this one! Please, read through our documentation before seeking tech support!

EVOLUTION: DRAGON V 1.2

BY KEEPFOREST. FEBRUARY 2017



This sample library is specialized in creating cinematic/hybrid trailer music, ambient/soundtracks and underscores. The main product's feature is easy customization, that saves your time. This powerful rhythmic sequencer allows you to make own underscore patterns and simplify your work as never before. The main part of Evolution is ready-to-work rhythm designer, which allows you to put various rhythmic elements to the tracks very simple and fast. This hybrid cinematic library includes all the "must have" tools for creating Hollywood Trailer sound.

Evolution: Dragon will be useful not only to composers or sound designers, but also to all who involved in the game / movie industry. Our main goal – to create truly unique and highquality tools. We don't make products that will lie at your table and not going to be used.

Uncompress the downloaded .zip file into your Sample Libraries folder. Please, remember to keep both files and folder structures or Kontakt will pop-up an error message asking for missing files. In that case, all samples are stored into Samples folder.

You need full retail version of Kontakt 5.5.1 (not compatible with free Kontakt player!) or higher in order to properly load this library. You can use the Files or Database tabs to load our .nki files. Since this is a standard open-format library, you cannot load it under Library tab of Kontakt browser. This section will only load locked "Powered by Kontakt" libraries and the "Add Library" command will not work with this product.

BOGATYR ENGINE



Bogatyr user interface was created to facilitate the work of the process so you can focus on the task, instead of a searching for necessary tools. All settings allocated between 2 pages: Main and Motion. The tabs for accessing these pages are located at the bottom of the interface.

There are 3 types of Kontakt patches in Evolution: playable, trailer, rhythmic. They are very different from each other with absolutely different working principles and the source code.

- 1. Playable patch is typical Kontakt instrument. There is only one group of samples with all settings.
- 2. Trailer patch contains a set of mutually independent groups of samples, combined of one instrument. Each group has a single sample and their own, independent of other groups settings. This leads to the fact that each sample has its own modulation, the ADSR, volume, pan, pitch settings.
- 3. Rhythm patch. The difference between the trailer and the rhythmic patches lies in the fact that the rhythmic patch consists exclusively of rhythmic samples. Our engine is able not only change the bpm of the sample and the rhythm pattern (1/4, 1/8, 1/16, 1/32, 1/4T, 1/8T, 1/16T, 1/32T), but also change the whole structure samples. See below for details.

It's necessary to keep in mind that the effects turn on / off at once for the entire patch and each sample in it. No matter what type of patch is loaded into the sampler.

MAIN PAGE



ATT (attack) - controls the attack (fade in) time. DEC (decay) - controls the time it take for the volume to fade from the maximum value to the sustain value. SUS (sustain) - controls the level at which the envelope will sustain while the key is held. REL (release) - controls the release (fade out) time of the envelope after the key is released.



PAN (pan) - controls the pan. TUNE (tune) - controls tune (pitch) in the range of one octave.



STEREO – adjusts the stereo image of the selected sample. Set this to zero, to get a mono effect. If you put STEREO at the center, you will get the original sound. Turn setting to the right to get full stereo effect.

Remark. If you are using a trailer or a rhythmic type of patch, it means that you change settings only for selected sample. If you want to change these settings for the whole patch at once, you just have to hold the ALT key.

Link switch in the filter FX section is needed when you want to connect the filter cutoff parameter and the velocity value of played note. This setting can be very useful to create interesting rhythmic patterns. Important remark! If the link parameter is turned on, in this case velocity of all notes will not work and will be set to maximum.

The Glide knob (in playable type of patches) determines how long it will take for one pitch to glide to the next. You can turn ON the glide mode and set the glide knob to zero to get a fast legato.



Stop button. Press it to stop all the voices.



Purge control. There are 3 buttons in this section:

- 1. Turn ON/OFF purge mode.
- 2. Unload(Purge) ALL samples.
- 3. Reload ALL samples.



Purge mode can be useful when you need to unload from storage unnecessary samples. For example, you need only three samples in the patch and the rest ones you want to turn off. Firstly, turn on the purge mode. Select samples that you want to turn off by using the keys. Then, turn off purge mode.

Whoosh / Long switch allows you to switch between whoosh / impact and short / long sounds. For example, you do not need a tail in Whoosh sample. Turn off the setting of Whoosh, to cut it off and retain impact of the selected sample.



Remember that you change this setting only to the selected sound. If you want to change this setting for the whole patch at once, you just have to hold the ALT key.

EFFECTS

Every instrument has 10 effects, located on the Main page:

- 1. Reverberation convolution reverb
- Delay
 EQ 3-band EQ
- 4. Saturation
- 5. Compression
- 6. Distortion
- 7. Lo-Fi
- 8. Filter lopass, highpass and bandpass filters. Use Automate Button to make cutoff parameter changes depending on pressed note.
- 9. Screamer
- 10. Hybrid control combination of screamer, saturation and equalization controlled from a single knob.

Each effect has all necessary controls and an on/off switch. Note, there are only master effects in Evolution library. The on/off button is located beside the effect name. The effect is active when the button is glowing.

RHYTHMS | MOTION PAGE

There are two types of rhythmic patches in Evolution: Standart and Beat Machine:

BEAT MACHINE:	STANDART:
 Normal attack/release values. 	 Small attack/release values.
 Pitch works with great quality on a high	 Pitch works with less quality on a high
tune key.	tune key.
 No ability to change the whole structure	 Ability to change the whole structure of
of the samples to get the correct	the samples to get the correct location
location of the weak and strong beats.	of the weak and strong beats.
 Random modulation doesn't work in BM	 Random modulation works perfectly in
type of patches.	this type of patches.
 Step-sequencer doesn't have the full	 Step-sequencer has the full functionality
functionality in BM type of patches	in this type of patches

We have developed an engine that allows you to not only change rhythm pattern (1/4, 1/8, 1/16, 1/32, 1/4T, 1/8T, 1/16T, 1/32T) in rhythmic standart type of patches but also change the whole structure of the samples.

One of the problems in modern scoring sample instruments is that transformation from one rhythm pattern to another can lead to wrong dynamics. This is especially clearly seen when we need to shift the weak and strong beats of the loop.

1. For instance, let's say we have a 4/4 straight loop:

Strong (beat) - weak - weak - weak.

4 beats in a loop. Transform it into a new triplet rhythm:

Strong - weak - weak - weak - Strong - weak.

2. Or, imagine, we have recorded a new triplet rhythm:

Strong - weak - weak - Strong - weak - weak.

Transform it into a straight rhythm:

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Strong - weak - weak - Strong - weak - weak - Strong - weak.
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Our engine allows a user to set the beats and accents correctly:

Strong - weak - weak - weak - Strong - weak - weak.

Random rhythms – engine feature, allowing to randomly generate rhythmic patterns based on the selected sample. User can choose his own rhythm. Rhythm knob allows you to set the type of rhythm. Steps knob allows the user to set the number of random positions, rhythmic pattern will be generated in that area. Glitch switch is required to enable glitch randomly generated elements.



It works great especially with Clicks and Rhythms.

SEQUENCERS

Evolution features 4 independent sequencers: step sequencer, gate control, pan control and filter control. Click on the buttons to select the sequencer you wish to edit, and click on the ON/OFF switch buttons beside the names to turn them on or off.

Next section will explain each of Evolution 4 sequencers.



- 1. Table. It consists of vertical bars to set the velocity for each step. The numbers above the bars controls the duration of each step. Click and drag up and down on the numbers to change the duration of selected step. Use ALT to change the duration of all steps.
- 2. These 2 buttons move the whole sequence one step to the left/right.
- 3. All 4 sequencers with all settings can be saved and loaded as presets. Reset button, Save button and Load button.

- 4. Click and drag up and down on this number to change the number of steps. Maximum number of steps is 16. Use ALT to change the number of steps for all 4 sequencers.
- 5. Gate release controls the release time of each step of the gate. Controls the time it takes to drop to the next quieter step.



Gate release is on

- 6. Arpeggiator. These numbers controls which held note to play for each step of stepsequencer. For instance, if you hold down a D minor triad, a note number of 1 will be D, a note number of 2 will be F and a note number of 3 will be A. Click and drag up and down on the numbers to change them.
- 7. Panning. These sliders control the panning for each step of step-sequencer. Click and drag left or right on them to change the panning. Similar to pan modulator and has a synchronization with it.
- 8. These numbers controls which start position to play for each step. We picked up a set of convenient start positions for each sample to get good results when you use step-sequencer or random modulation. These controls are not supported in every patch. There are patches in which these settings are selected randomly.

Remember, when step-sequencer is on, other 3 sequencers are connecting to step-sequencer!

MODULATIONS

Mod section contains 2 modulations and controls for settings the modulation amounts. Volume and pan modulations.

You can ask us why do we need these 2 modulations if we have gate and pan sequencers? Advantage of modulations over sequencers is the relative continuity of modulation transform functions. Due to the fact that gate and pan sequencers may describe only highly discrete function we can achieve the smoothness of volume and pan transformations only through modulations. Plus, we are able to apply the modulations not entirely but admixed with the main signal.

All 2 modulations have the same structure:



- 1. Amount (MIX) From 0% to 100%
- 2. Sync. The modulation could be synchronized to host's tempo or not.
- 3. Rate. 1/4, 1/8, 1/16, 1/32, 1/4T, 1/8T, 1/16T, 1/32T, 1/4D, 1/8D, 1/16D and 1/32D or [0.01HZ, 29.3HZ]
- 4. SIN sinus waveform
- 5. TRI triangle waveform
- 6. RECT rectangle waveform
- 7. SAW saw waveform
- 8. RND random waveform

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