

## USER MANUAL

### KEEPFOREST EVOLUTION: DEVASTATOR BREAKOUT CORE



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## OVERVIEW

The latest installment of the groundbreaking *Keepforest Evolution series* returns with an astounding new library: **Evolution: Devastator Breakout**.

Back with a fresh perspective, this time focusing on deeply textured and visceral bass sounds, hellish braams and intimidating, distorted leads. Looking deep into the modern and often violent sound design of current video games and movies to create sonics that tear through your mix and demand your audiences' attention.

Amongst Evolution: **Devastator Breakout's** thousands of sounds, you will also find breathtaking percussion and drum sounds, fully playable instruments, dynamic tick-tock layers, thumping pulse sounds, staggering signature sounds, one shots, gun handlings, artist stems, cinematic loops and more.

This library is the tool you need to keep your productions ahead of the curve in contemporary film and video game composition.

### What's Inside:

#### **Evolution: Devastator Breakout Core:**

- 105 patches into 15 categories
- 2300+ WAV Files
- 900+ Loops Samples

## SPECIFICATIONS AND SYSTEM REQUIREMENTS

- Kontakt 6.6.1 or newer is required. COMPATIBLE WITH FREE KONTAKT PLAYER
- 48 kHz / 24bit
- Komplete Kontrol integrated (NKS-ready)
- 11 GB uncompressed samples

## INSTRUMENT PATCHES & CONTENT

### Wav folder including:

#### Stems:

- Hybrid Pulses Stems - 44

#### Drum Kit:

- Modern Kit - 31

#### Tonal Loops:

- Bass & Braams Loops - 43
- Bender Loops - 30
- Signal & Signatures Loops - 53
- Sign Elements Loops - 33
- Alarms Loops - 43

#### Pulses Loops:

- Hybrid Pulse - 22
- Kick Pulses - 35
- Low Pulses - 19
- Mid Pulses - 35
- Specific Pulse - 18
- Thump Pulses - 14

#### Drum Loops:

- Main Hits - 49
- Kick - 30
- Snare - 31
- Hi-Hats - 28
- Percussion - 31
- Cymbals - 20

- Metals - 7
- Tick Tocks - 15
- Guns FX - 15
- Toms - 22
- FX Elements - 19

### **Tick Tock Loops:**

- Tick Tock Full - 77
- Tick Tock Low - 22
- Tick Tock Mid - 35
- Tick Tock Element - 78

### **Tenet Reversrd Loops:**

- Tenet Reversrd Loops - 25

### **Oneshots:**

#### **Hits:**

- Organic Hits - 45
- Wide Hits - 18
- Tight Hits - 12
- Far Hits - 15
- Elements: 126
- Booms - 26
- Organic Massive Slams - 13
- Organic Slams - 46

#### **Bass & Braams:**

- Devastator Braams - 52
- Brass & Braams - 25
- Signature Braams - 46
- Distortions Bass - 50
- Hybrid Bass - 37

#### **Signatures:**

- Amped Signatures - 50
- Bass Signatures - 45
- Modern Signatures - 39
- Short Signatures - 15
- Signature FX - 18
- Specific Signature - 22

**Benders:**

- Braam Bender - 12
- Distorted Bender - 30
- Lead Bender - 30
- Short Bender - 19
- Signature Bender - 19
- Specific Bender - 16

**Signals:**

- Ambient Signals - 56
- Classic Signals - 57
- Resonating Signals - 30
- Signature Signals - 44
- Specific Signals - 33

**Alarms:**

- Alarms & Leads - 26
- Soft Alarms - 53

**Resonation:**

- Atmos Resonations - 116
- Classic Resonations - 34
- Hybrid Resonations - 27
- Low Resonations - 36
- Resonating Vibrations - 30
- Signed Resonations - 34

**Reversed FX & Rise:**

- Reversed Bass FX - 33
- Reversed FX - 64
- Tonal Rise - 19
- Rise Layers - 39

**DRUMS KIT Elements:**

- Cymbals - 8
- Gun Handlings (Kit) - 184
- Gun Handlings - 27
- Hi-Hats - 34
- Hits - 48
- Kick - 45

- Liquid Crunch - 62
- Metals - 13
- Perc - 36
- Snare - 76
- Taikos RR - 10
- Tick Tocks - 99
- Toms - 10
- Toms RR - 6

#### **Downers:**

- Downers - 40

#### **Room & Space Tones:**

- Room & Space Tones - 67

#### **Slow Motions & Glitches:**

- Glitches & Noises - 28
- Slow Motions - 41

### **Playble Instruments:**

#### **01.HITS**

- Organic Hits
- Wide Hits
- Tight Hits
- Far Hits
- Elements:
- Noise Tails & Verbs
- Reverb Tail
- Booms
- Organic Massive Slams
- Organic Slams

#### **02.DRUMS**

- Drum Kits.
- Gun Handlings 01
- Gun Handlings 02
- Gun Handlings 03
- Gun Handlings 04
- Liquid Crunch 01

- Liquid Crunch 02
- Kick
- Snare 01
- Snare 02
- Cymbals
- Hi-Hats
- Metals
- Percussion
- Tick Tocks 01
- Tick Tocks 02
- Toms
- RR Rubber Drums
- RR Hall Taiko
- RR Close Taikos
- RR Punches
- RR Perc
- Drums Loops 01
- Drums Loops 02
- Drums Loops 03
- Room & Space Tones 01
- Room & Space Tones 02

### **03.BASS & BRAAMS**

- Devastator Braams
- Brass & Braams
- Signature Braams
- Distortions Bass
- Hybrid Bass

### **04.BENDERS**

- Braam Benders
- Signature Benders
- Distorted Benders
- Lead Benders
- Short Benders
- Specific Benders.

### **05.SIGNATURES**

- Signature FX
- Amped Signatures
- Modern Signatures
- Bass Signatures
- Short Signatures
- Specific Signatures

## **06.SIGNALS**

- Signature Signals
- Beeps & Signals
- Classic Signals
- Resonating Signals
- Ambient Signals 01
- Ambient Signals 02
- Specific Signals

## **07.ALARMS**

- Alarms - Soft
- Alarms - Full Spectrum
- Alarms - Soft (Tenet Pulse Mode)
- Alarms - Full Spectrum (Tenet Pulse Mode)

## **08.RESONANCES**

- Hybrid Resonations
- Resonating Vibrations
- Low Resonations
- Signatured Resonations
- Classic Resonations
- Atmospheric Long Resonances 1
- Atmospheric Long Resonances 2
- Atmospheric Long Resonances 3

## **09.SLOW MOTIONS**

- Slow Motions
- Glitches & Noises
- Downers

## **10. REVERSED FX & RISE**

- Reversed Bass FX
- Reversed FX 01
- Reversed FX 02
- Tonal Rises
- Rise Layers

## **11. TICK TOCKS**



- Tick Tock Full Pt1
- Tick Tock Full Pt2
- Tick Tock - Low
- Tick Tock - Mid
- Tick Tock Elements - Pt1
- Tick Tock Elements - Pt2
- Tick Tock Elements - Other

## **12. PULSES**

- Hybrid Pulse
- Kick Pulses
- Low Pulses
- Mid Pulses
- Specific Pulse
- Thump Pulses

## **13. TONAL LOOPS**

- Bass & Braams Loops
- Bender Loop
- Signal & Signatures Loops
- Sign Elements
- Alarms Loops

## **14. PLAYBLES**

- Distortion Bass
- Bass FX
- FX Leads
- Bend Leads
- Classic Leads
- Cinematic Synth Plucks
- Guitar Plucks
- Hybrid Plucks

Since Kontakt 6.2, the drag n drop sample feature will be available. Some patches of the Devastator series will be available for adding User's sound samples.

## INTERFACE OF DEVASTATOR

### MAIN INTERFACE

The main menu of Devastator is very simple. In the center, there is a drop-down menu for choosing the sound samples with its waveform.



On the right side is the ADSR envelope for controlling the sound.

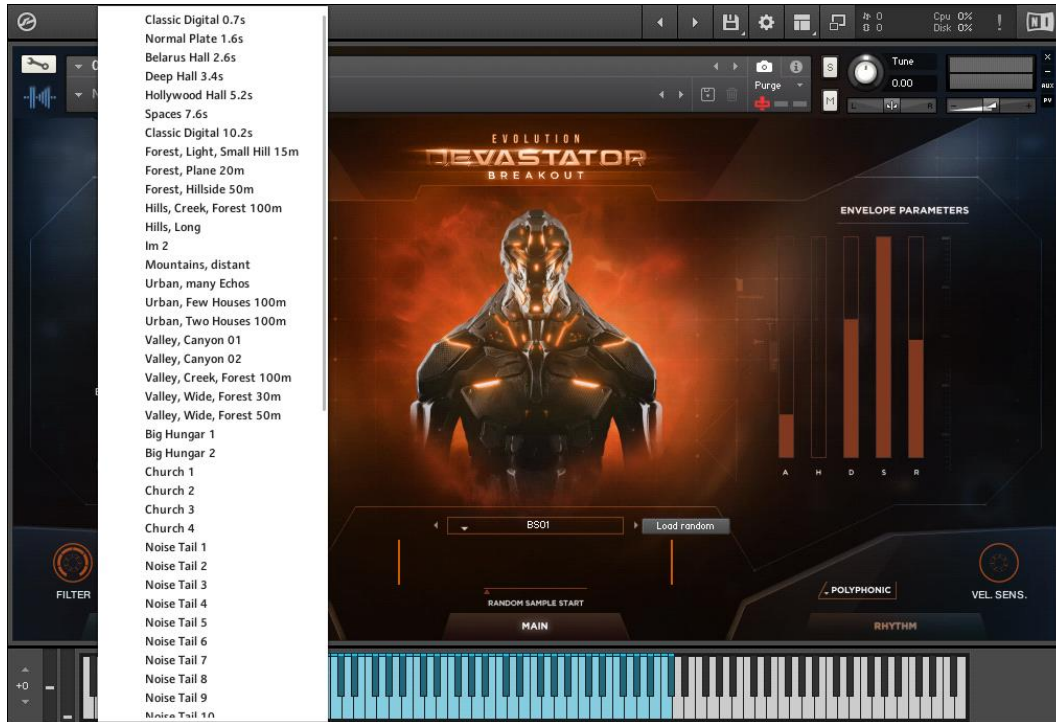
**Attack** - How quickly the sound reaches full volume after the sound is activated (the key is pressed).

**Hold** – The length of time the sound remains at full volume before entering the decay phase.

**Decay** - How quickly the sound drops to the sustain level after the initial peak.

**Sustain** - The “constant” volume that the sound remains at until the note is released. Note that this parameter specifies a volume level rather than a time period.

**Release** - How quickly the sound fades when a note ends (the key is released).  
On the left side is the master convolution reverb with IR profiles.



**On/Off** – enables or disables the reverb

**Pre Delay** – controls the delay time between input and processed signals

**Early IR Size** – controls the size of the early impulse response

**Early Low Pass** – cuts high frequencies of the early impulse response

**Early High Pass** – cuts low frequencies of the early impulse response

**Late IR Size** - controls the size of the late impulse response

**Late Low Pass** - cuts high frequencies of the late impulse response

**Late High Pass** - cuts low frequencies of the late impulse response

**Dry** – controls the volume of the dry signal

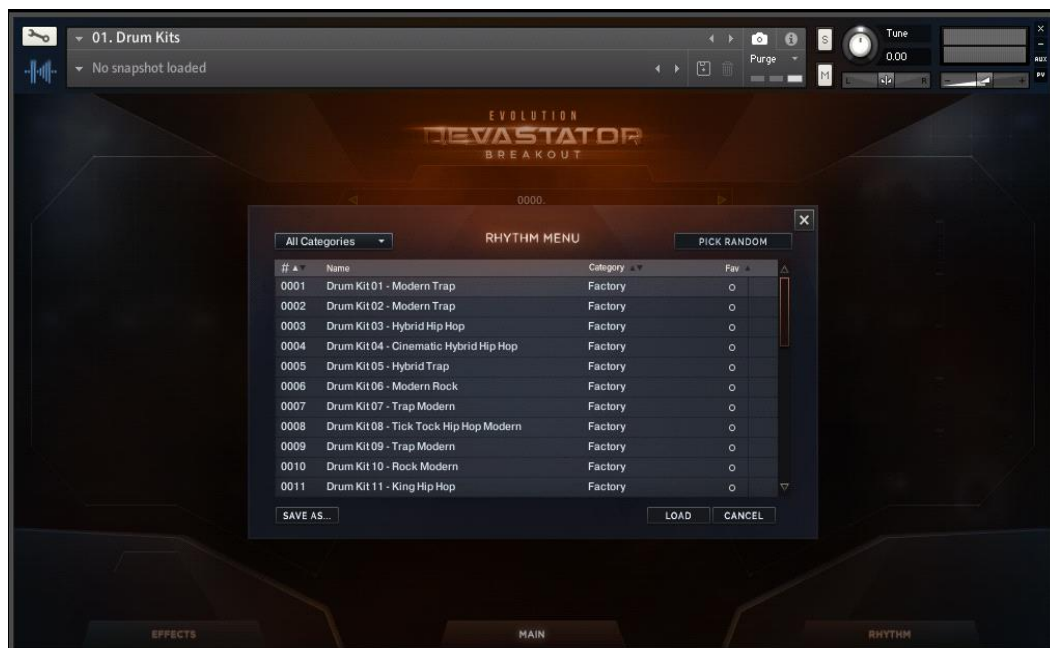
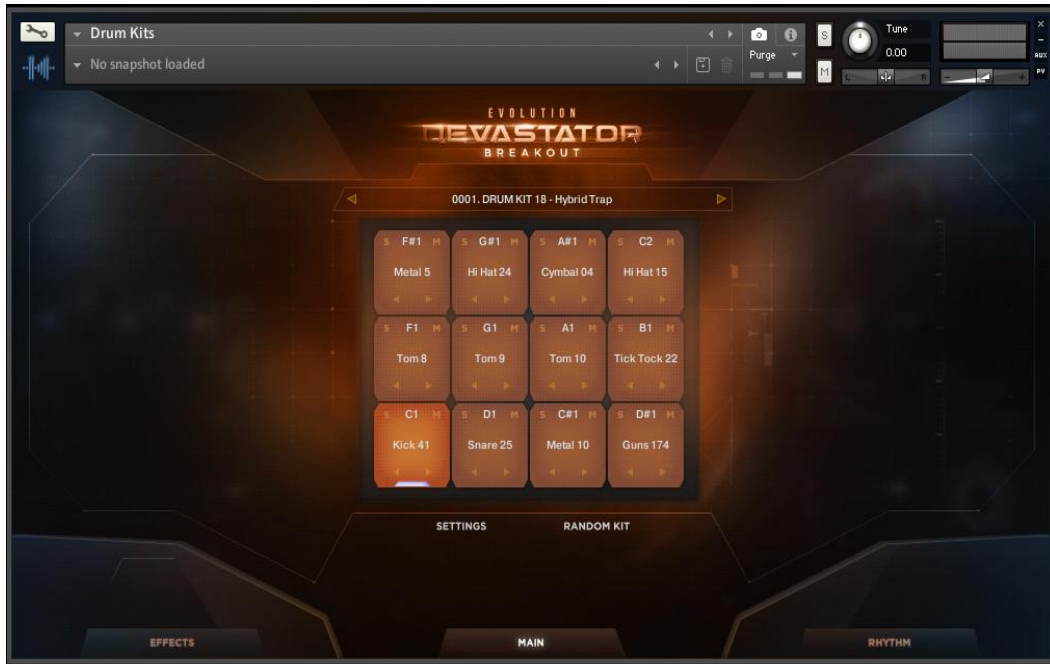
**Wet** – controls the volume of the processed signal

On the lower corners are the Global Filter with different modes and the Velocity Sensitivity. By pressing Stretch Mode you apply a chosen sample to the keys, pitching it according to the note of key you pressed. Also right below the wave of the sample you can find our new feature which is called RANDOM SAMPLE START, move it to randomly change the start of a sample on each tap. Moving the slider to the right will increase the range of random position.



## DRUM MACHINE

Another new feature allows you to play our drum kits much easier. Main window at the center contains twelve active pads for playing, browser of presets at the center top, and settings at the center bottom.



### Settings:

Here you can find all parameters you need.

**Browser window** - Left side of the window. Helps to choose a sample you need for the kit. Press the pad you want to change at the right center, and then double tap the sample from the browser to replace.

**Categories** - At the center right above the browser. Easy way to sort and browse samples.

**Play** - At the left bottom. Mute or unmute samples from the browser.

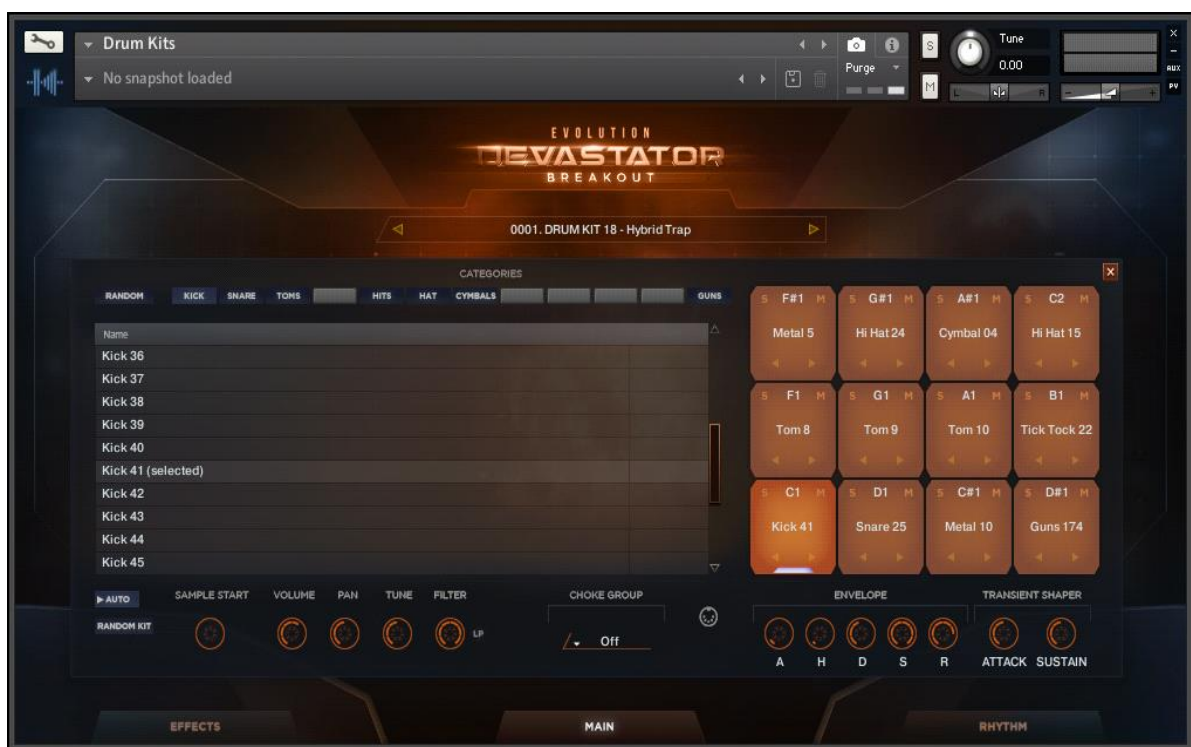
**Random Kit** - Randomize the kit, each pad will be replaced by the same type of sample it previously contained.

**Sample Start** - To adjust the start position of a sample.

**Choke Group** - At the bottom center, it allows you to choose samples which will be played interchangeably. Best for open and close Hi-Hats, and Toms.

**Envelope** - At the bottom right. Allows you to adjust Attack, Hold, Decay, Sustain, and Release of samples.

**Transient Shaper** - At the bottom right. To adjust loudness of the Attack and of the Decay/Release.

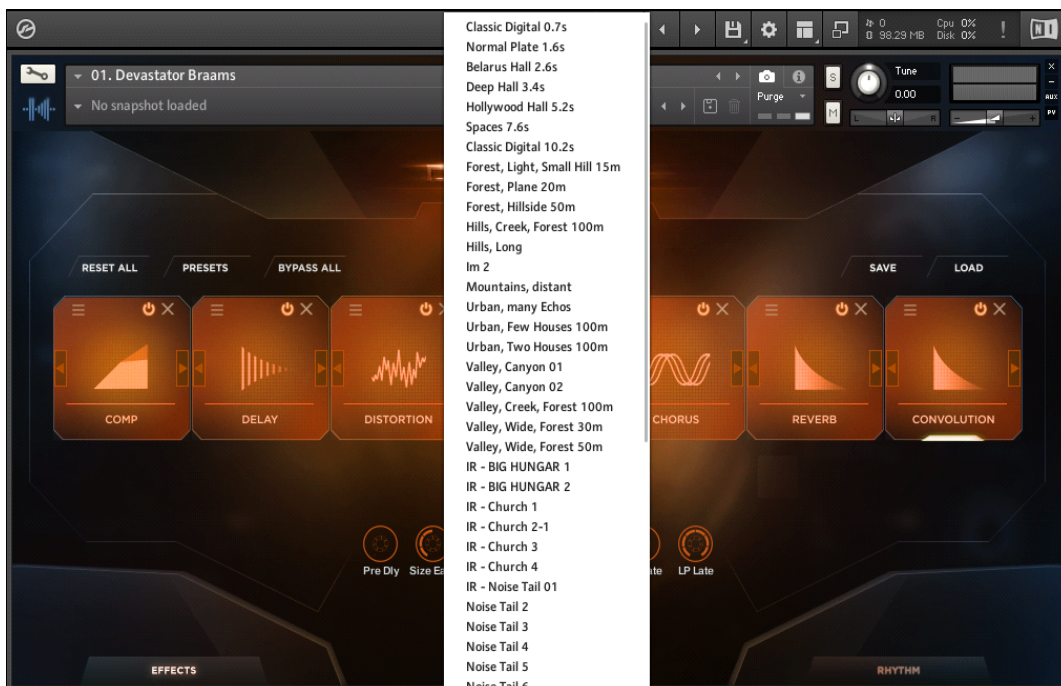


## MASTER EFFECT CHAIN

You can go to the master effect chain by clicking to the Effects button on the lower left corner.



In this menu there are 7 sound effect slots for processing, from EQ, comp, limiter to distortion, saturation, modulation effects, delay, reverb and more.



Each effect has a set of controls for tweaking. You can save the settings as presets, bypass or reset the effects.

## RHYTHM (SEQUENCER)

The Rhythm is the main feature of Devastator. You can create cinematic pulses, trailer drum loops, exciting riffs in this section.



You can save, load, reset and crop the sequence and extract the midi file from the sequencer for using with other libraries. Also, there are five play modes to select:

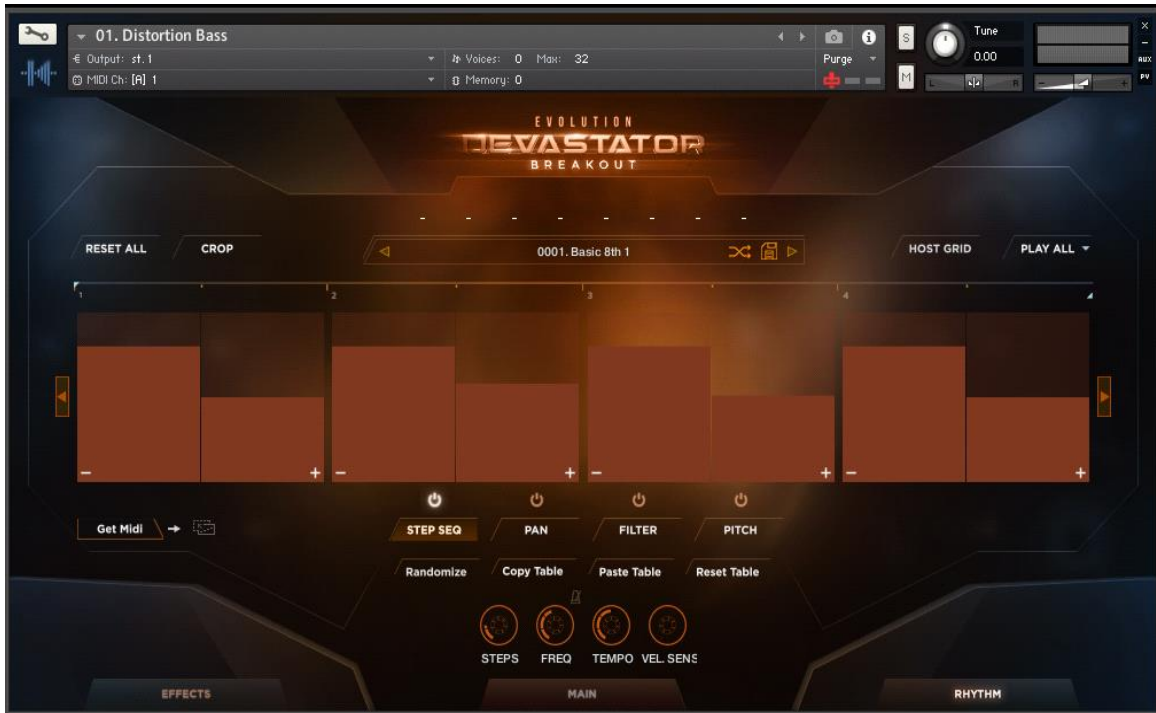
**Play All** – Classic mode

**Arp Asc** – Ascending arpeggiation

**Arp Dec** – Descending arpeggiation

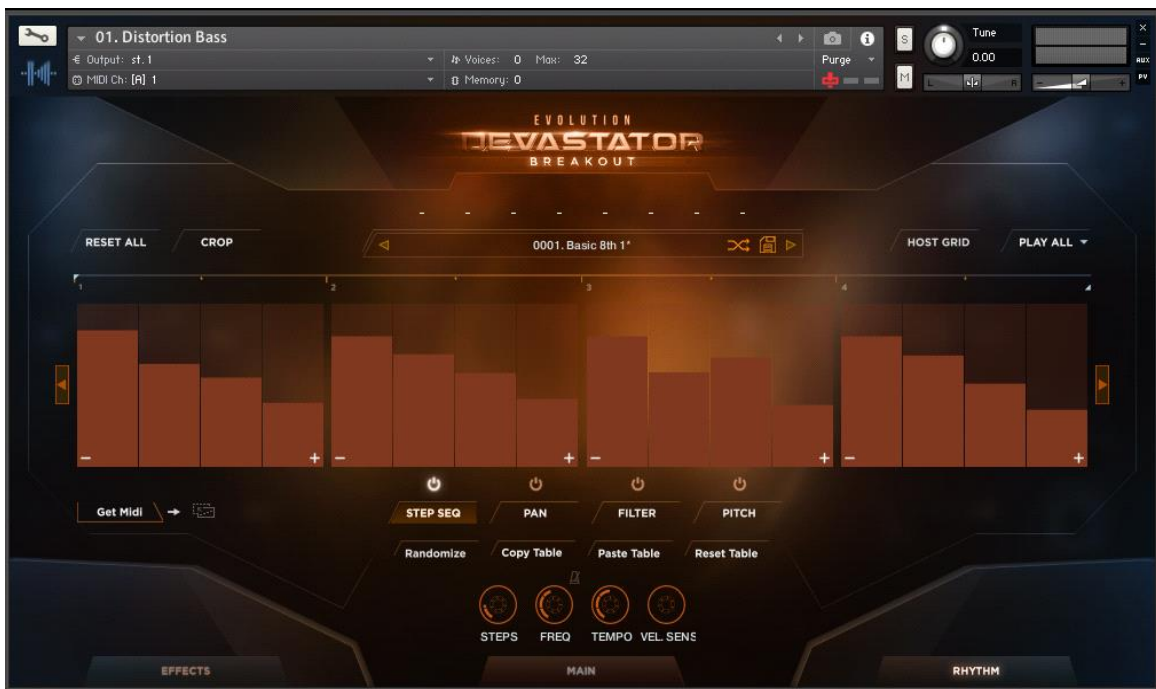
**Arp Ord** – Arpeggiation in order

**Advanced** – In this mode you can assign a step to another round robin sample to make the sequence more realistic and groovy. Excellent for making percussion and drum loops.



There are four main tables in the sequencer:

**Step Seq:** A step sequencer for creating rhythms. Very powerful in combination with the Filter. The velocity is controlled by raising or lowering the bar.



**Pan:** For controlling the panorama of the sound.

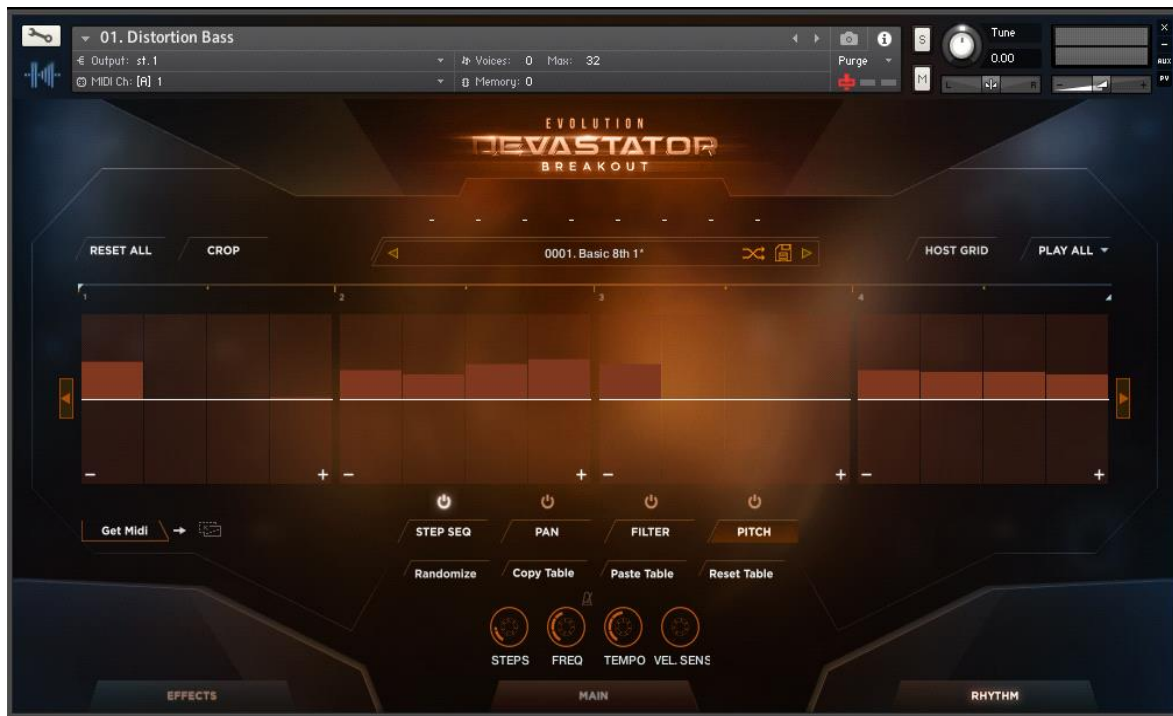




**Filter:** Controls the filter of the sounds and makes the sounds more lively and cinematic by raising or lowering the bar.



**Pitch:** Perfect for creating rocking riffs. Changes the pitches of the sample by raising and lowering the bar.



You can set the sequence steps into smaller divisions for creating groovy rolls, glitches by pressing the + or – inside a step bar.

### Rhythm controls:



**Randomize** – sets the sequencer randomly for interesting ideas. It is possible to randomize the modes differently. You can also copy and paste the table to other table Sequencer settings:

**Steps** – sets the sequencer’s steps up to 16

**Freq** – sets the tempo division of the sequencer.

**Tempo** – sets tempo of the sequencer

**Vel. Sens** – sets the velocity sensitivity of the sequencer

- CREDITS

**Concept & Design:** Keepforest LLC – Arseni Khodzin

**Content Creation, Recording, Mixing & Mastering:** Arseni Khodzin, Joe Ford

**KONTAKT Scripting & Development:** Arseni Khodzin

**GUI design & Artworks:** Arseni Khodzin

**Recording location:** Keepforest Studio, Minsk, Republic of Belarus

## KEEPFOREST THANKS

Thank you so much for purchasing and supporting our products. We are dedicated to making the most enriching experiences for composers and sound designers and hope you have as much fun using it as we did while creating this product. We value your trust in our company, and we will keep doing our best to meet your service expectations.

If you have any questions concerning our products, please feel free to send them to [support@keep-forest.com](mailto:support@keep-forest.com). Again, thank you for your purchase.

With much love,

Arseni Khodzin  
CEO of Keepforest LLC

