

SECRET

SAMPLES

SCARY PLATES

User Manual

CONGRATULATIONS!

Thank you for purchasing **Scary Plates**. A detailed and unique horror library.

This library features various recorded samples of different metal plates, that can be used and adjusted for many musical genres.

Table Of Contents

Congratulations	2
Graphics Interface	3
Kontakt Keyboard	4
Features	5

USER INTERFACE



MAGIC

Psssst. That's a secret! But we can tell you, it will make the samples sound better. And because good sounding samples are the most important thing, we binded the MAGIC fader to CC1 (Dynamic), so you can modulate it with the modwheel.

DYNAMIC

The DYNAMIC fader controls the main volume of the instrument, to give you the ability to create your own fade effects easily. It is linked to CC11 (Expression) to allow you to control the parameter via your CC Controller.

ADSR

With the ADSR knobs you have the ability to modulate the Attack, Decay, Sustain, and Release of the recorded samples.

REV

The REV fader controls a plate reverb in the Kontakt backend. The factory position of the fader is centered, because we decided to give you the ability to also work with complete dry samples and use your own reverbs.

COMP

The COMP fader controls a compressor in the backend that allows you to create a thicker sound.

DRIVE

The DRIVE fader allows you to add some saturation to the samples. We felt the samples are sounding best once the fader is turn up slightly.

Kontakt Keyboard

If you use the keyboard feature from Kontakt (F3), you can see 3 colored sections and lots of black keys.

This shows you instantly which keys are loaded with samples, and which keys are empty.

We also sorted them from Low to High. The low-frequency samples are marked Blue, the mid-range sounds are marked green, and the high-frequency samples are marked Yellow.

The black keys are empty.

FEATURES

SCARY PLATES was made by recording various metal plates that were bowed in different ways.

The samples have been presorted from lower to higher sonic character, so you instantly find the region you are looking for. We left some blank keys in between and made sure, the regions are color coded.

To better fit your workflow, we implemented dry samples and used a built-in reverb to match the tone we had in mind. This allows you to use your own reverbs and accommodate your own sound.