

USER MANUAL

KEEPFOREST AIZERX SFX DESIGNER TOOLKIT v.2.0

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1. OVERVIEW

Thank you for purchasing AizerX SFX Designer Toolkit. This library is a huge source of impressive Hollywood-level sound effects for your projects.

The main feature of AizerX SFX Designer Toolkit is the sample randomization for creating absolutely unique and authentic sound effects with just one click, thanks to the fully-customizable hybrid custom sound effects designed by Keepforest, including braaams, whooshes, benders, alarms, signals, downers, risers, motions, noises, booms, hits.

Like all the previous releases, the Keepforest team put their heart and soul to this product, from the recording of source materials to the finished product to make sure that music composers from all over the world will have in their hand a cinematic sound library of the highest quality.

1.1 SPECIFICATIONS AND SYSTEM REQUIREMENTS

- Kontakt 6.0.2 or newer required. NOT COMPATIBLE WITH FREE KONTAKT PLAYER
- 48 kHz (96KHZ) / 24bit
- 3.3 GB of samples

1.2 INSTRUMENT PATCHES

The AizerX SFX Designer Toolkit contains one main patch and 6 categories:

- **AizerX SFX Designer** – The main instrument patch for designing sound effects with randomization feature.
- **Hits & Elements:**
 - 00.Trailer Hits
 - 01.Organic Classic Hits
 - 02.Organic Soft Hits
 - 03.Hybrid Hits
 - 04.Short Hits
 - 05.Punch + Tail
 - 06.Kicks
 - 07.Booms
 - 08.Body Booms
 - 09.Reverb Tails
 - 10.Reverb Tails 2
 - 11.Transients
 - 12.Transients 2
- **Whooshes**
 - 01.Trailer Whooshes
 - 02.Organic Whooshes
 - 03.Organic Whooshes 2
 - 04.Modern Whooshes
 - 05.Hybrid Whooshes
- **Transitions**
 - 01.Organic
 - 02.Metal

- 03.Electric
- 04.Impact
- 05.Insect
- 06.Motion Part 1
- 07.Motion Part 2
- 08.Voicy
- 09.Other

- **Braams**

- 01.Distorted
- 02.Distorted 2
- 03.Hybrid
- 04.Tense & Horror
- 06.Specific

- **Signals, Alarms & Noises**

- 01.String FX
- 02.Signals & Pings
- 03.Signals & Pings 2
- 04.Signals & Pings 3
- 05.Signature
- 06.Ambient Tails
- 07.Atmospheric 1
- 08.Atmospheric 2
- 09.Guitar
- 10.Specific 1
- 11.Specific 2
- 12.Specific 3

- **Downers**

- 01.Low Layers
- 02.Mid Layers
- 03.High Layers
- 04.Specific Layers

2. MAIN MENU

There are eight units for samples with a waveform menu and tools for editing. Each unit can be set to certain types of layers in the random formula setting menu  (see section 4).



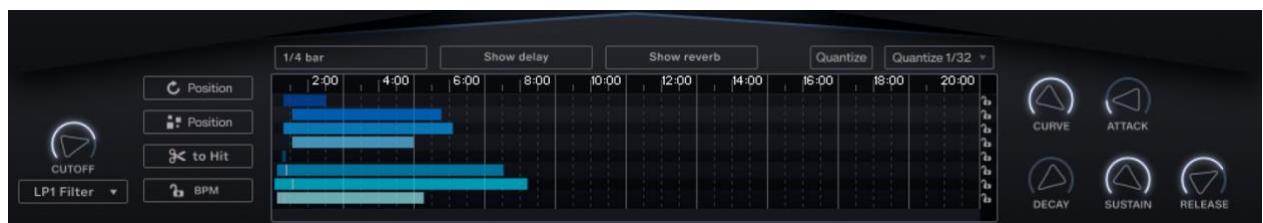
On the top is a menu for presets, buttons for copy and paste sounds and settings from one to another key, formula settings, buttons for randomizing samples of a key or the whole kit.



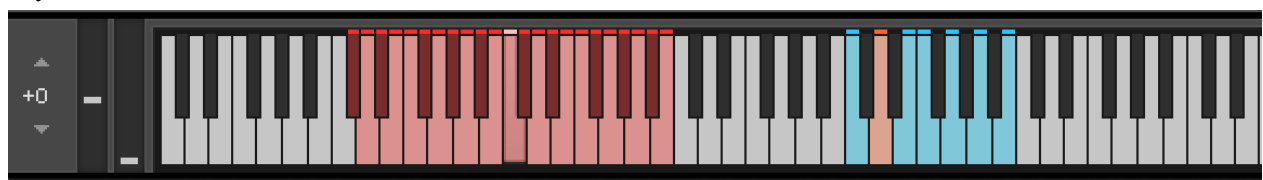
In the center is the XY PAD for controlling Volume, Tune, Filter, Scene. (see 2.3)



On the bottom of the instrument, we can find a group of global ADSR envelope, cutoff filter, delay, and reverb. And in the middle, a sample sequencer with different settings.



The keyboard is divided into two regions, the red region on the left is for pitching and the blue region is 7 keys for 7 sound effects.



Note: In the main interface, you can mute, solo, playback, change the volume of all units at the same time by holding Alt (Mac – Option) key.

2.1 SAMPLE UNITS

There are 8 units for loading samples.

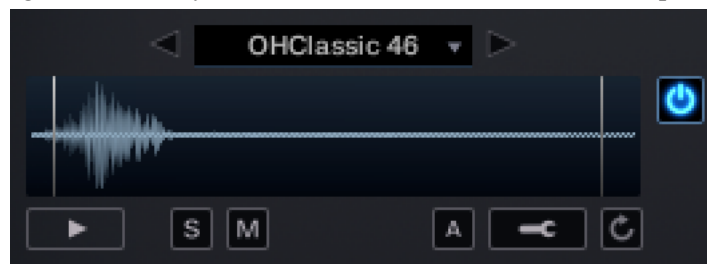
Alt (Mac – Option) + LMB on the waveform – Randomly select a sample from any categories selected in the formula settings

Alt (Mac – Option) + LMB on the sample name – Randomly select a sample from the same category.

Click on the sample name to open the sample browser menu. Click on the Play button to play the sample.



The Waveform has the left and right locators. By default, locators are located at the very beginning and end of the sample. By moving the locators, you can select the start and end of a sample.



2.1.1 Parameters of the units:



– Sample playback



– Solo



– Mute



– Volume automation (use **RMB** to draw a straight automation line)



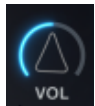
– Smooths out the automation curve



– Advanced settings



– Resets the settings to default



– Volume

2.1.2 Advanced settings menu:



We can browse and load a sample from the sample menu, apply low pass or high pass filter, change the pitch of the sample and set the ADSR value.

Playback mode selection:



- normal playback



- reverse playback

NOTE: By pressing **Alt (Mac – Option)** while adjusting any parameter of the advanced settings in a unit allows you to synchronously adjust this parameter in all other units.



PAN mode

- **On/Off** – enables or disables the panorama settings
- **Pan** – controls the amount of panorama
- **Width** – controls the width of the panorama

LFO mode

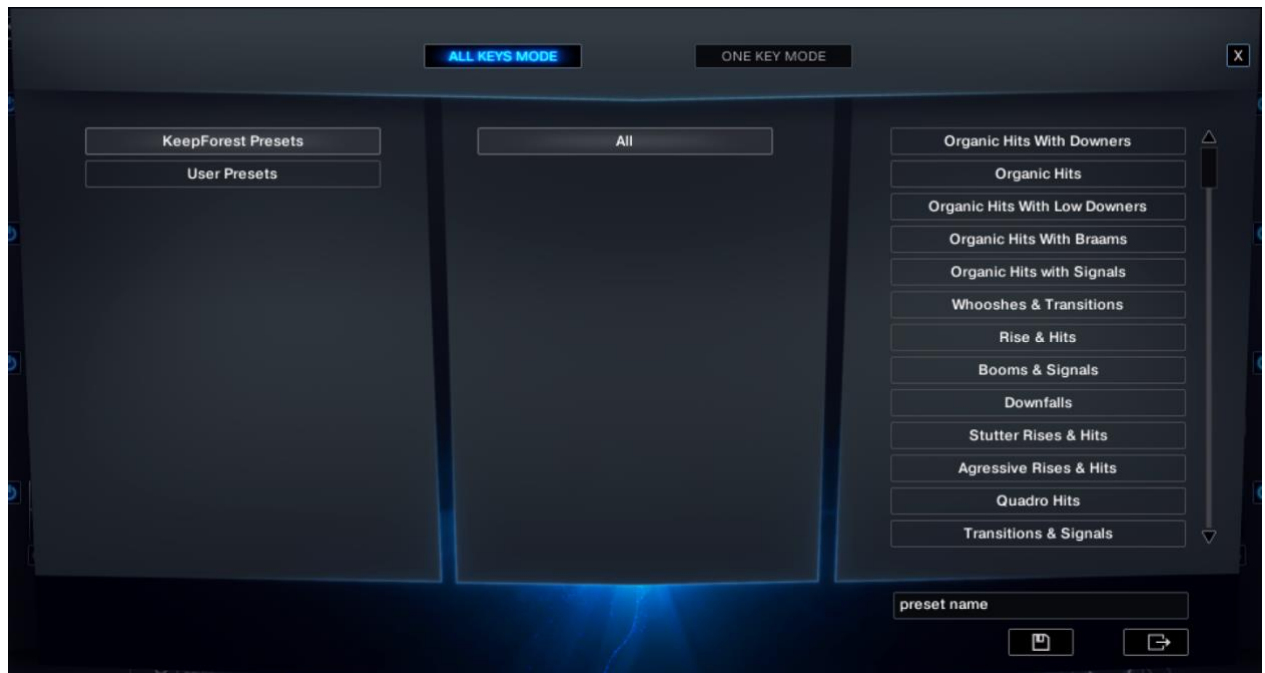
- **On/Off** – enables or disables the LFO settings
- **Intensity** – controls the intensity of LFO
- **Rate/Freq** – controls the rate or frequency of LFO. You can change between rate and frequency by pressing the BPM button.

LFO, PAN, VOL Tables

In the Table window, you can draw automation for the LFO, PAN, and VOL. Use **RMB** to draw a straight automation line. You can smooth out the automation line using  button and reset the automation using the  button. It is also possible to copy the automation curve of a unit and paste it into another using the copy and paste buttons.

2.2 PRESET MENU

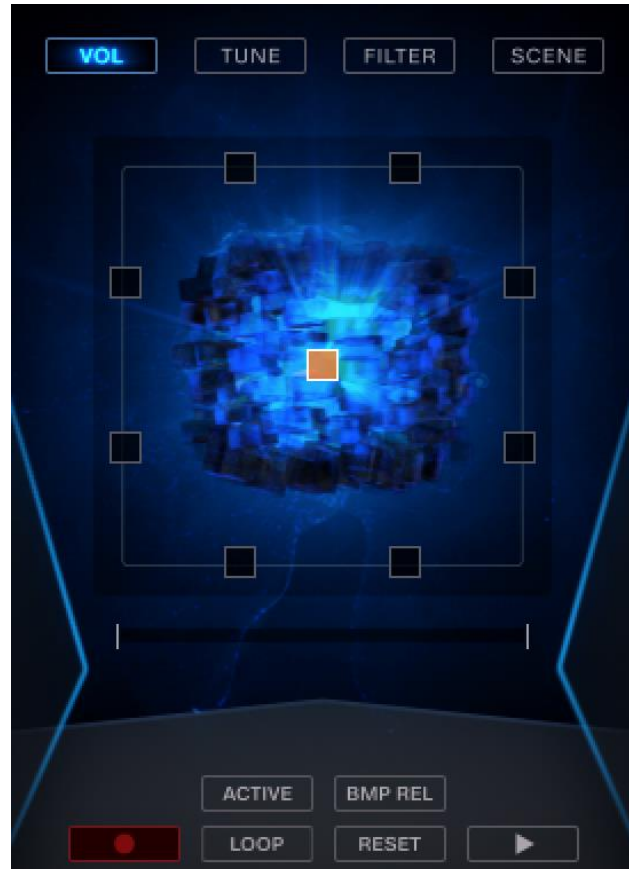
You can open the preset menu by pressing the Load presets here on the top of the main interface. Keepforest presets and User presets can be loaded here. After creating a sound, you can save, load or delete a preset. All Keys Mode – Preset for the whole kit. One Key Mode – Preset for a specific key.



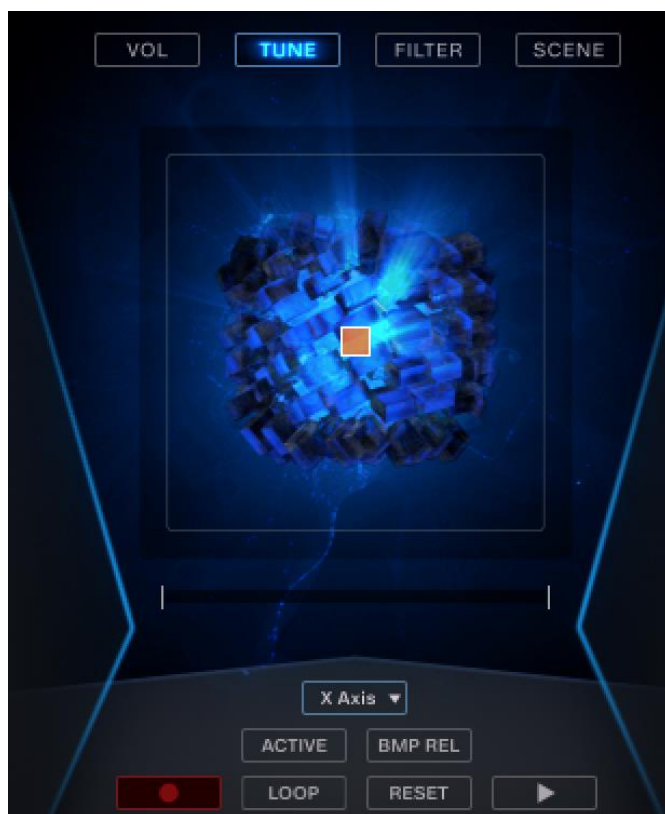
2.3 XY PAD

On the XY pad, there are 8 points that are linked to the corresponding 8 sample units. This function allows you to control the dynamic balance between samples, which creates movement and cinematic morphing effects by moving around the cursor.

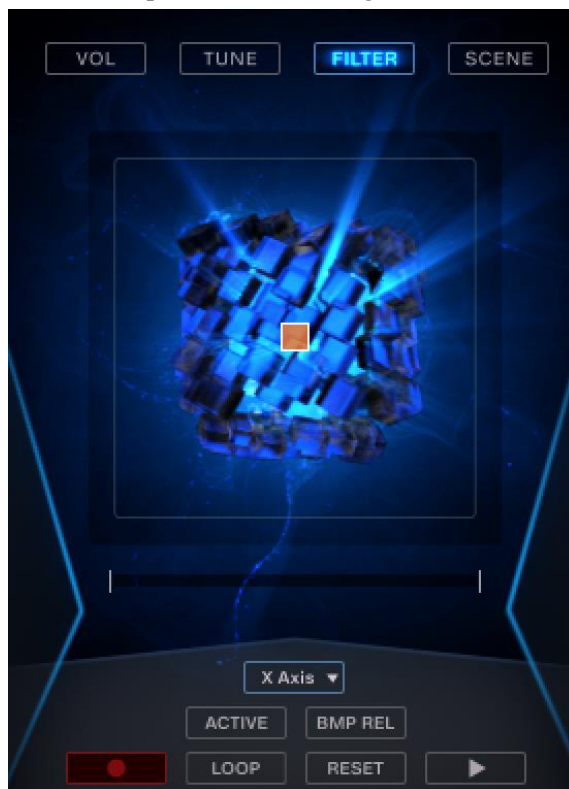
VOL mode: Move the center cursor around the windows to create volume morphing effects. The closer to a sample the louder it sounds.



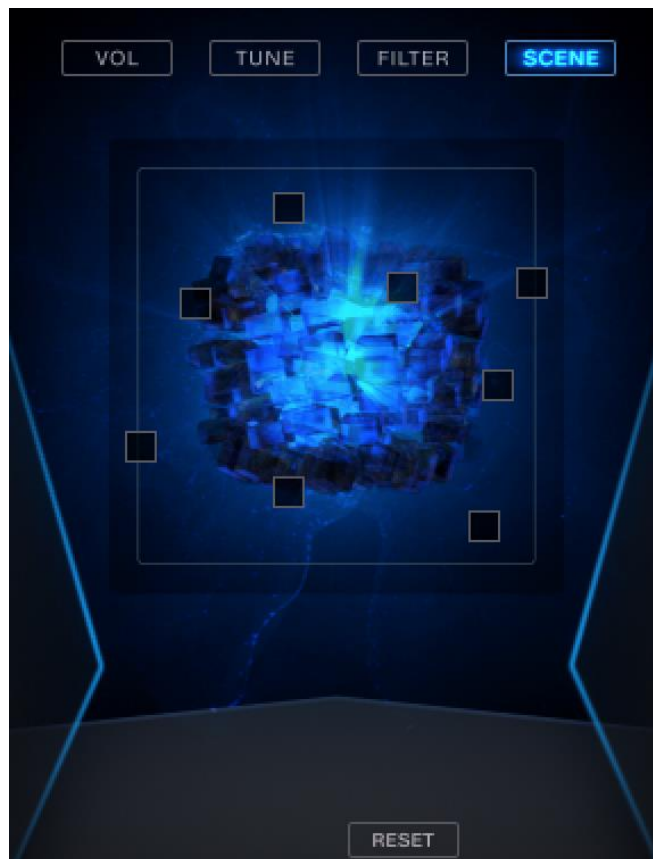
TUNE mode: Changing the pitch of the sample with the XY pad. You can change the axis of the movement to X or Y.



FILTER mode: Applies filter to the XY pad. You can change the axis of the movement to X or Y.



SCENE mode: Placement of samples in the stereo field. You can make sounds closer or farther by moving the points.



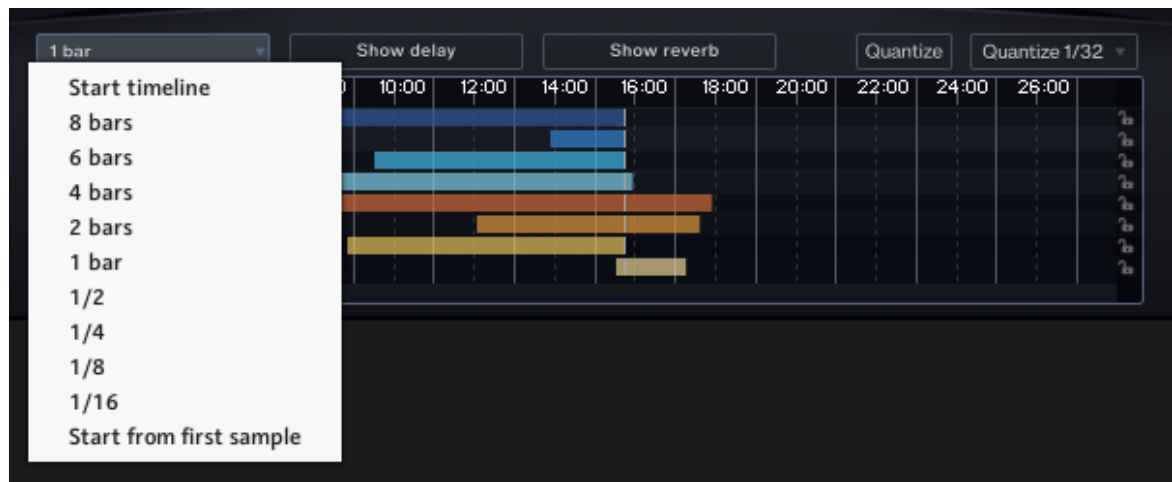
-  – Activates or deactivates the XY pad
-  – Records the XY movement
-  – Loops the XY movement
-  – Links the XY movement to DAW's tempo
-  – Resets the XY movement
-  – Plays the XY movement

2.4. SEQUENCER

You can create sequence of cinematic sounds by placing the layers in a different position in the grid. Click on the lines and move to change their position.



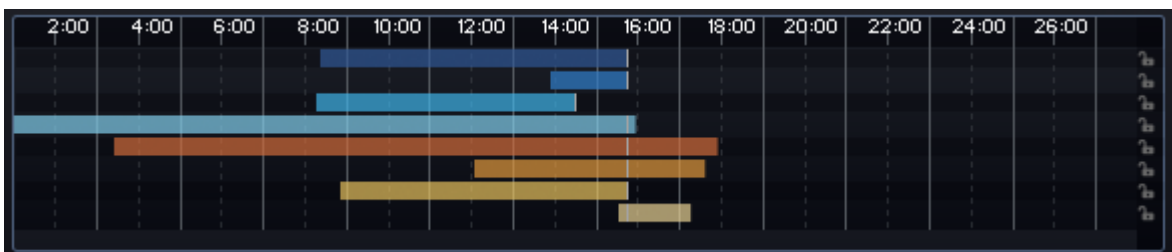
In this menu, you can choose the starting point of the composition.



Quantization settings.



-  Position – Resets the position of the layers
-  Position – Randomizes the position of the layers
-  to Hit – Cuts the layer's tail to the Hit
-  BPM – Lock the sequencer to the project's tempo

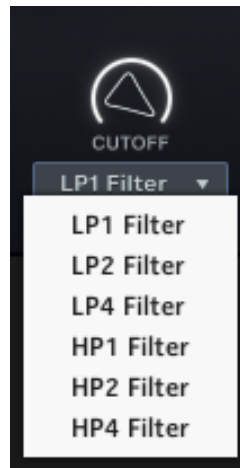


Press the small lock icon on the right side to lock the position of a layer on the timeline, which allows you to change the effects in the selected unit without changing its position. Press **Alt (Mac – Option) + LMB** to lock all the layers.



2.5 GLOBAL ENVELOPE, FILTER, AND EFFECTS

2.5.1 Global cutoff filter with LP and HP modes



2.5.2 Global ADSR envelope



Curve – Variable curve form of the attack.

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

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

Sustain - The “constant” volume that the sound takes after decay 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).

2.5.3 Delay

Build-in delay with 3 modes. In the first mode, you can choose between Modern, Analogue, Tap, Vintage, Diffusion delay types for creating depth and space.



- **On/Off** – Enables or disables delay
- **Time** – sets the time between the input signal and the delayed signal
- **Feedback** – controls the number of repeating echoes
- **Low Cut** – cuts the low frequencies of the delay signal
- **High Cut** – cuts the high frequencies of the delay signal
- **Depth** – controls the depth of the echoes
- **Rate** – controls the rate of feedback
- **Saturation** – saturates the delay signal
- **Dry** – controls the volume of the dry signal
- **Wet** – controls the volume of the wet signal

2.5.4 Reverb

Convolution reverb with a set of impulse response 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

2.6 PLAYABLE INSTRUMENTS



Playable patches has a simple interface. It has 2 mode Standard and Stretch

In Standard mode, there are 12 different sounds on the blue keys. You can change the pitch by choosing the red keys.

In Stretch mode, a sound will be arranged throughout the keyboard. You can change the pitch of the sound or move the key range.



The playable instrument has a LP/HP filter and an ADSR. You can set the start position by clicking on the waveform or set the play position to hit by pressing Play pos to hit.

3. CREATE AND MODIFY RANDOM FORMULA



You can create your own unique formula for randomizing sound effects. To do this, we select 8 units for the layers that we will use to create our effects.

With the **Alt (Mac - Option) key** held down - select all units. You can select several sound categories by pressing **Ctrl (Mac – Cmd) + LMB**



Now we affect all modules at once. Using the same **Alt key (Mac – Option)**, we clear all selected layers in the units. Now we will select in each unit those layers that are suitable for our effect. We can set the ratio of selected categories by adjusting the numbers on the right side (the lower the number, the fewer samples from that category will be randomized). Now select the layers to create the sound effects.

After that, go back to the main menu and randomize a key  or the whole kit , we will have a kit of sound effects, randomized based on the categories of layers you selected in this menu. You can always tweak the sounds to taste later. You can save your formula by clicking on , load  or randomize the settings .

4.CREDITS

Concept & Design: Keepforest LLC – Arseni Khodzin

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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. Again, thank you for your purchase.

With much love,

Arseni Khodzin
CEO of Keepforest LLC