

# VIKINGS SERIES v 1.0

# USER MANUAL

by KEEPFORREST

## 1.0. GENERAL INFORMATION.

### 1.1. Description:

Keepforest's 'Vikings consists of 2 collections of samples. The first is **Cinematic punk folk trailer toolkit** and the second is **Cinematic metal toolkit**. As the name Vikings, our library is inspired by the Scandinavian world and mythology, which have always had an important place in the movie industry, the vibe of which can be heard in the Guy Ritchie's masterpiece King Arthur or in the extremely successful Game of Thrones.

With the participation of professional musicians, sound designers, sound engineers, we recorded strings, percussions, guitars, basses and many more instruments. We literally played and experimented in the world of sounds, creating the library's uniqueness and signature.

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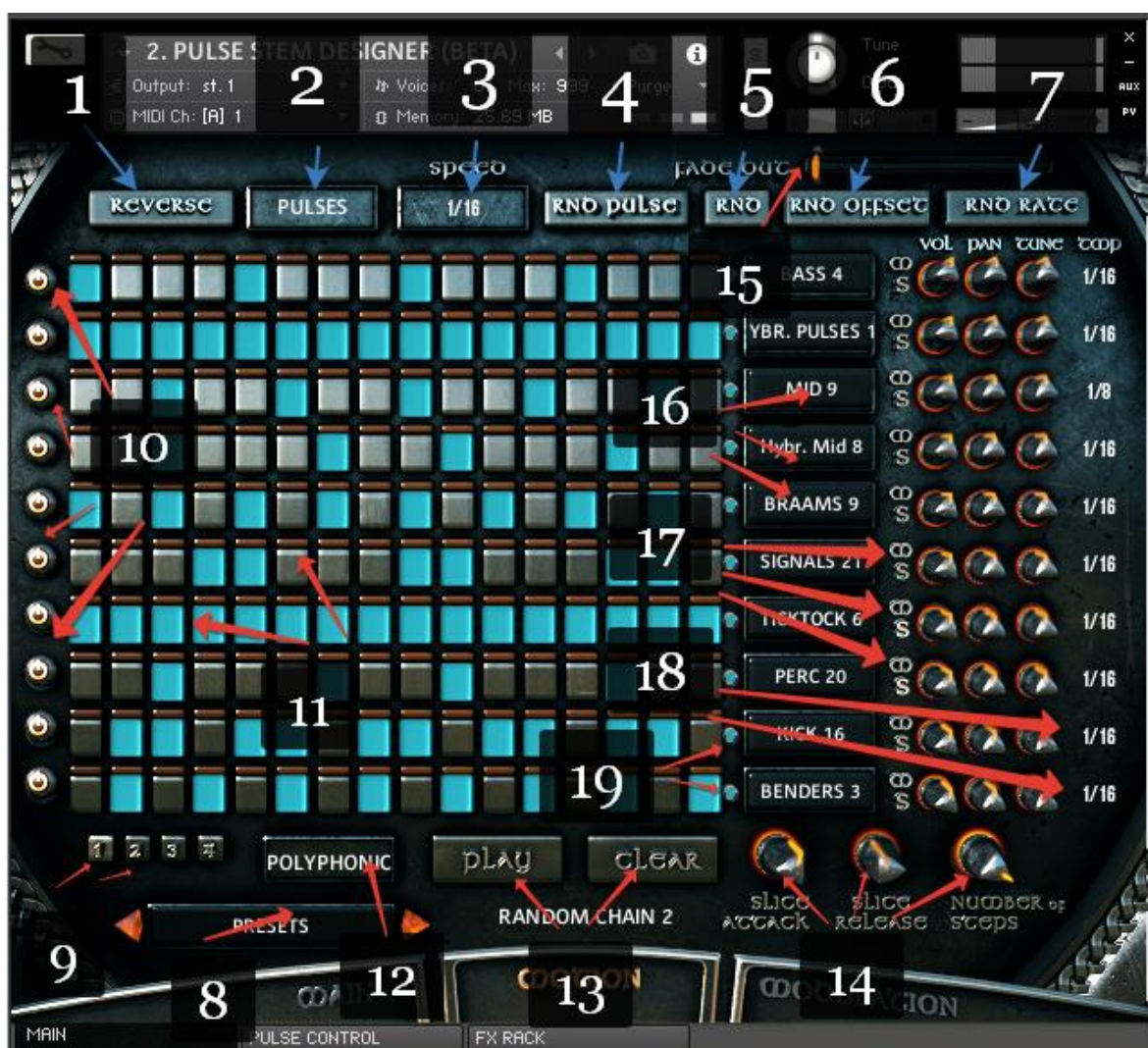
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## 2.0.VIKINGS!

### 2.1.PULSE DESIGNER INSTRUMENTS

One of the most important part of Vikings is Pulse Designer instruments. Let's look at the interface:



- 1) Reverse - This function reverses the track by its horizontal axis in the pulse designer.
  - 2) Pulse designer's functions. There are 4 modes in the sequencers: PULSES (changing the current sequence), VOLUME (dynamic change of volume in the sequences), PAN (dynamic change of the panorama in the sequences), FILTER (open/close the low-pass filter in the sequences).
  - 3) Master - Tempo, for all tracks, duplicating a similar function on the Main tab.
  - 4) RND Pulse - an important function which interacts with the button 5), allows to instantly assess the potential of the pulse designer. Random pulses will be inserted to all 10 tracks, using a programmed special algorithm.
  - 5) RND – inserts random sequences to the chosen tracks using a programmed special algorithm. This is also an important function, which, in conjunction with button 4) allows you to instantly assess the potential of the pulse-designer.
  - 6) RND OFFSET - This function can be misleading by its name. It shifts and shuffles the sequences in the selected patterns in such a way that the structure in the sequences will be well
  - 7) RND RATE - this function generates the playback speed of each track individually, by a specified algorithm. Using all 4 RND functions, in less than a minute you can get an amazing sequel for your composition or maybe a complete composition. Who knows?
  - 8) PRESETS - presets.
  - 9) PATTERNS – Pattern selection. There are 4 patterns that you can change by clicking on them. If you do this with the CTRL key pressed, the pattern will be copied to the clipboard. Also, by pressing the CTRL key on the other pattern, you will copy absolutely all the settings into it. If you do this with the SHIFT key pressed, you can set the automatic switching from pattern to pattern.
  - 10) TRACK SELECTIONS – Pattern selection, which will be processed. For example, if you select only the first track and want to process it (randomize, etc.), then the function will be applied to the selected track. Press the button using the left mouse to select the desired track. Do this with the CTRL key pressed to select another track, but does not "cancel" the selection from the previous one. The ALT key allows you to select/deselect all tracks. The SHIFT key also allows you to select the desired tracks in the specified range.
  - 11) PADS - in fact, the patterns. Press the left mouse button to activate, deactivate from the pad. Similar to the previous step, you can use the ALT and SHIFT keys. If the pad is disabled, there will be no sound on this track when this pad is playing.
  - 12) Pulse designer's modes. There are 2 modes: POLYPHONIC and SOLO. In the solo mode, you can select only one pattern for one of the tracks on one of 16 lines in a vertical direction. In other words, in solo mode, if you select the first pattern on the first track, and then the first pattern on the second track, the previous pattern will be disabled. The polyphonic mode allows you to work as shown in the picture.
- Tip: We recommend using the polyphonic mode because it gives the best results.

13) PLAY and CLEAR. The first button plays the sequence. This function, of course, is synchronized with DAW and can be activated in PIANO ROLL. The CLEAR function clears all settings on the selected tracks.

14) Slice Attack, Slice Release, Number of Steps. The first function sets the attack for each sample on the selected track. The second function sets the release. The third function sets the number of active patterns on the selected tracks in the activated patterns.

15) FADE-OUT. This function adjusts the FADE-OUT for the selected track. This function will be activated if, for example, the previous pattern is ended and the new one has not yet started. Then the previous one does not end instantly, but it will quiet down within the interval chosen by you.

16) Pulse selection. Click on these buttons to activate the menu with the selection of the sample you need from the category.

17) Mute, Solo, Volume, Pan, Tune. You can control these functions for each of the tracks.

18) Track rate. You can select the sample playback speed for each track.

Preset system in Vikings:



1) Select one of the presets.

2) Saving your own preset.

3) Synchronize all presets. For example, if you have deleted some presets or imported, then it is necessary and sufficient to synchronize.

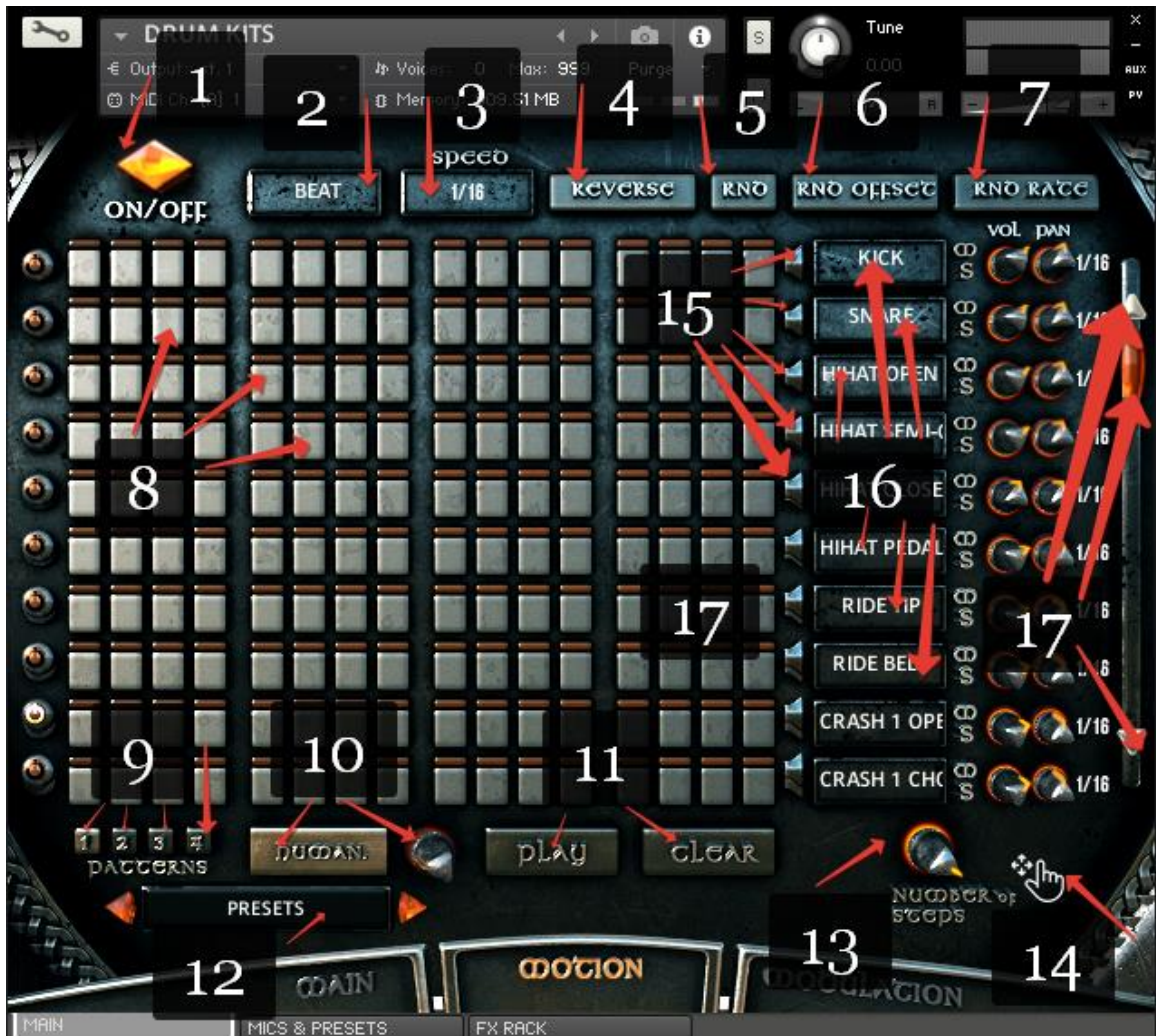


## Pulse control:



- 1) Pulse selection. Select the sample you want to adjust in detail.
- 2) Stereo, Panorama, Tune. Control the stereo, panorama, and tuning of the selected pulse.
- 3) Volume. Controls the volume for the selected pulse. Synced with the volume of the main page.
- 4) Attack, Decay, Sustain, Release. Control these parameters for the selected pulse.
- 5) Effects. Each pulse has its own effects chain.

## 2.2.Drum Beat Machine:



1) Enable or disable the beat machine.

2) Beat machine function. There are 4 operating modes in the bit machine: BEAT (change the current sequence), VOLUME (dynamic volume change in sequences), PAN (dynamic panorama change in sequences), TUNE (dynamic pitch change in sequences).

3) Master - tempo for all the tracks of the beat machine.

4) Reverse - This function reverses the track by its horizontal axis in the pulse designer.

5) RND - Inserts random sequences onto the selected tracks, using a specially developed algorithm.

6) RND OFFSET – It shifts and shuffles the sequences in the selected patterns in such a way that the structure in the sequences will be preserved.

7) RND RATE - this function generates the playback speed of each track individually, by a specified algorithm.

- 8) **BUTTON PADS**- the patterns. Press the left mouse button to activate or un-activate the pattern.
- 9) **PATTERNS** – Pattern selection. There are 4 patterns that you can change by clicking on them.
- 10) **HUMANIZE** – this function allows you to “humanize” the tracks. This will allow you to "spice up" the beats. Move the controller on the left to change the humanization level.
- 11) **PLAY** and **CLEAR**. The first button, as you might guess, plays the sequence. This function, of course, is synchronized with DAW and can be activated in **PIANO ROLL**. The **CLEAR** function clears all settings on the selected tracks.
- 12) **PRESETS** - presets.
- 13) This function allows you to adjust the number of active pads on the selected tracks in the activated patterns.
- 14) **MIDI DRAG & DROP** – This function allows you to drag the midi file of the selected pattern into the sequencer.
- 15) Listen to the sample on the selected track.
- 16) All sample names on the tracks will be displayed here.
- 17) Use this slider to access other tracks.



## Main Page:



- 1) These functions allow you to change the ADSR settings directly for the entire instrument.
- 2) This function allows you to adjust the stereo component of the entire instrument.
- 3) Selection of one of the three drum kits
- 4) Open/close the window with additional settings.



## Modulation page:



1) LFO volume settings for the entire instrument. This includes: LEVEL - increases the amplitude of the LFO wave; RATE - adjusts the frequency. Can be synchronized with DAW or not. SIN, TRI, RECT, SAW, RND - increases the degree of influence of these waves forms in the final signal amplitude.

2) Similarly, for PAN LFO.

3) RESET recalls the default settings.

4) SETTINGS button allows you to open/close the window with additional settings.

## Mics & Presets:



- 1) LINK function allows selecting the drum section settings window using the piano roll. For example, if this function is enabled and you play the drum part, those elements will be automatically selected to edit the settings that are currently being played.
- 2) Manually select the drum section element for editing.
- 3) Switch between MIXER windows and global presets.
- 4) Edit 5 microphones for each element of the drum section.
- 5) Editing the volume, mute, solo, stereo image, panorama and tune for each element of the drum section.

## Presets:



- 1) File Selector - the interface element, where you can select the presets. We organized two categories: KEEPFOREST PRESETS and USER. In the first folder, are the presets made by our team for all three kits. The second folder stores all presets created by you.
- 2) Textbox, in which you can enter a name for your preset.
- 3) By pressing the SAVE button you can save your preset to the USER folder.
- 4) By loading the preset with this function in the activated mode, the FX RACK will be also loaded.
- 5) Navigation between MIXER and PRESETS pages.



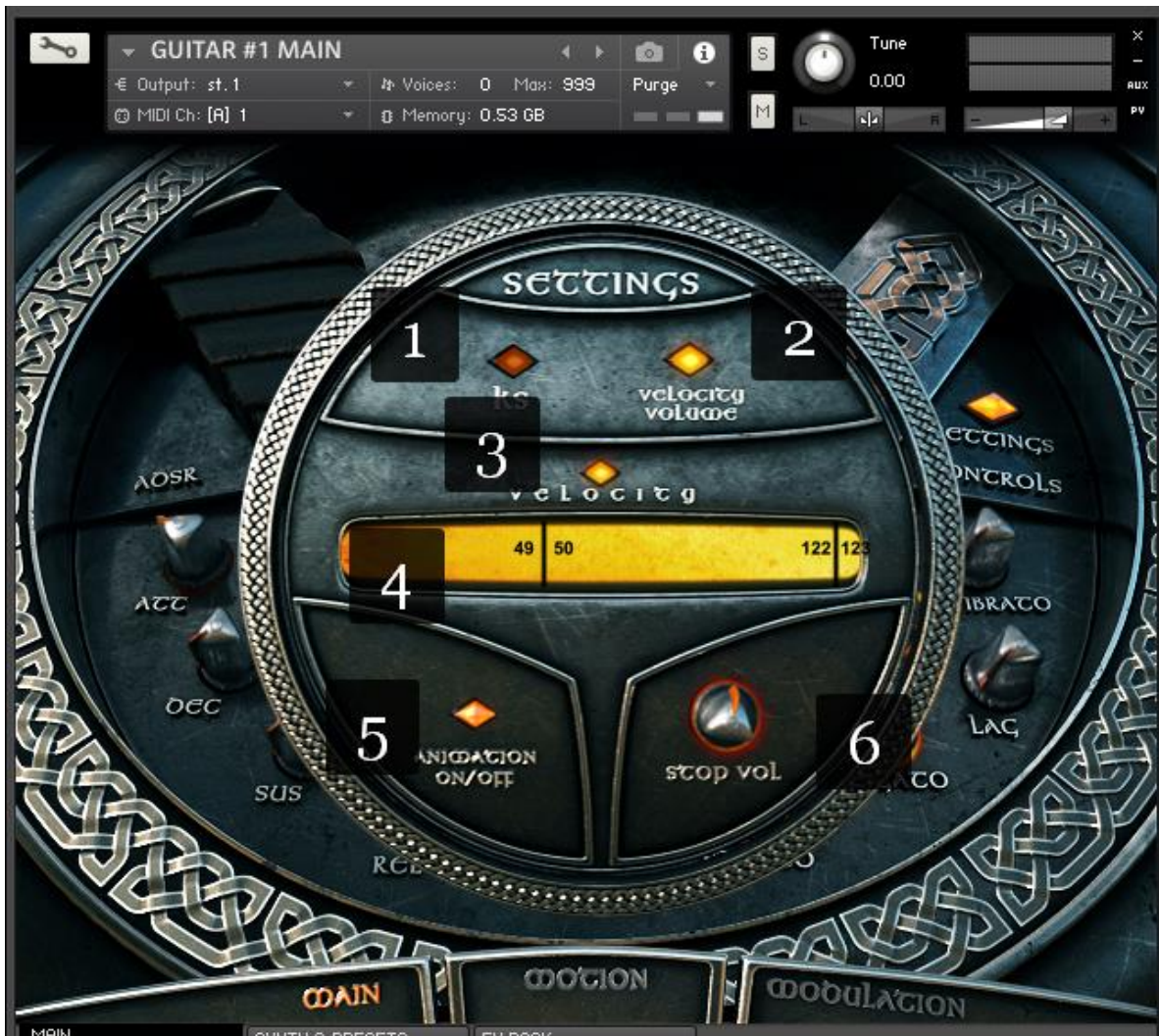
## 2.3.Cinematic Guitars



- 1) ADSR Panel - Responsible for ADSR guitar settings. This function adjusts the stereo component of the entire instrument.
- 2) Stereo. This function adjusts the widening/narrowing of the stereo.
- 3) Navigation between the MAIN-MOTION-MODULATION tabs
- 4) LEGATO - this function adjusts the artificial legato (glide). You can also enable/disable this function.
- 5) DOUBLE - plays the samples in the right and left channels. (at the minimum value, the samples will be played in mono channel).
- 6) Lag - Latency between the right and left channel (Splitting)
- 7) Vibrato - Adding the vibrato effect
- 8) Open/close the additional settings window.



## Settings Window:



- 1) KS - Activation of the sound reproduction methods with the help of key switch in the piano roll. When this function is activated, the red keys appear on the piano roll and you can select the desired articulation.
- 2) If this function is disabled, the instrument volume will not be linked to the velocity control.
- 3) Velocity – activates the velocity function
- 4) On/Off animation - Enable or disable the animation.
- 5) Stop vol. - Increases the volume of the note, which is highlighted in the piano roll in green.

## Riff Maker:



1) Select one of the several modes for the riff maker.

2) Randomization of the riff-maker using Markov Chain. This function is duplicated in the piano roll. In order to see the result of randomization, you should activate function 12. by expanding the riff maker window.

3) This function automatically selects the articulation required for the riff maker. The algorithm is as follows: for notes of less than or equal to 1/8, the sustain will be activated. For notes of other time, the palm-mute will be activated.

4) Sequence window.

5) Select the desired duration for each of the steps in your sequence.

6) This function adjusts the length of played notes in the riff maker. But the algorithm does not cut off the tails of those notes that did not fit into the chosen duration. Instead, our engine increases the degree of closure of the filter.

7) This function adjusts the starting position of the played note in the riff maker.

- 8) Using these buttons, you can move the whole sequence left or right, or completely clear it.
- 9) We have 4 types of sequencing: riff maker (step sequencer), Gate, Pan, and Filter. Press these keys to select a specific sequence. Red buttons above enable or disable these sequences.
- 10) Here you can select the menu for activating presets for the riff-maker.
- 11) By activating this function, you cannot adjust the free rhythm. Changing the duration of one of the steps, the engine will adjust the rest in such a way to achieve the necessary Time Signature. For example, in this image, the time signature is 4/4. If there are 8 steps in your sequence, the riff-maker can automatically set the duration of each of them as 1/8.
- 12) Extended riff maker window with additional settings.
- 13) This indicator will begin to flash when the riff maker is unable to find the required note lengths for the selected Time Signature.
- 14) This window enables or disables the additional settings.
- 15) If this function is enabled, the riff maker will work, as well, with the triplets.
- 16) This function will add a step to your sequence.
- 17) Here you can adjust the number of steps for the sequencer.
- 18) Navigation between the MAIN - MOTION - MODULATION menus.



## Synth & Presets



1) Select the additional sounds menu that can be downloaded to the engine.

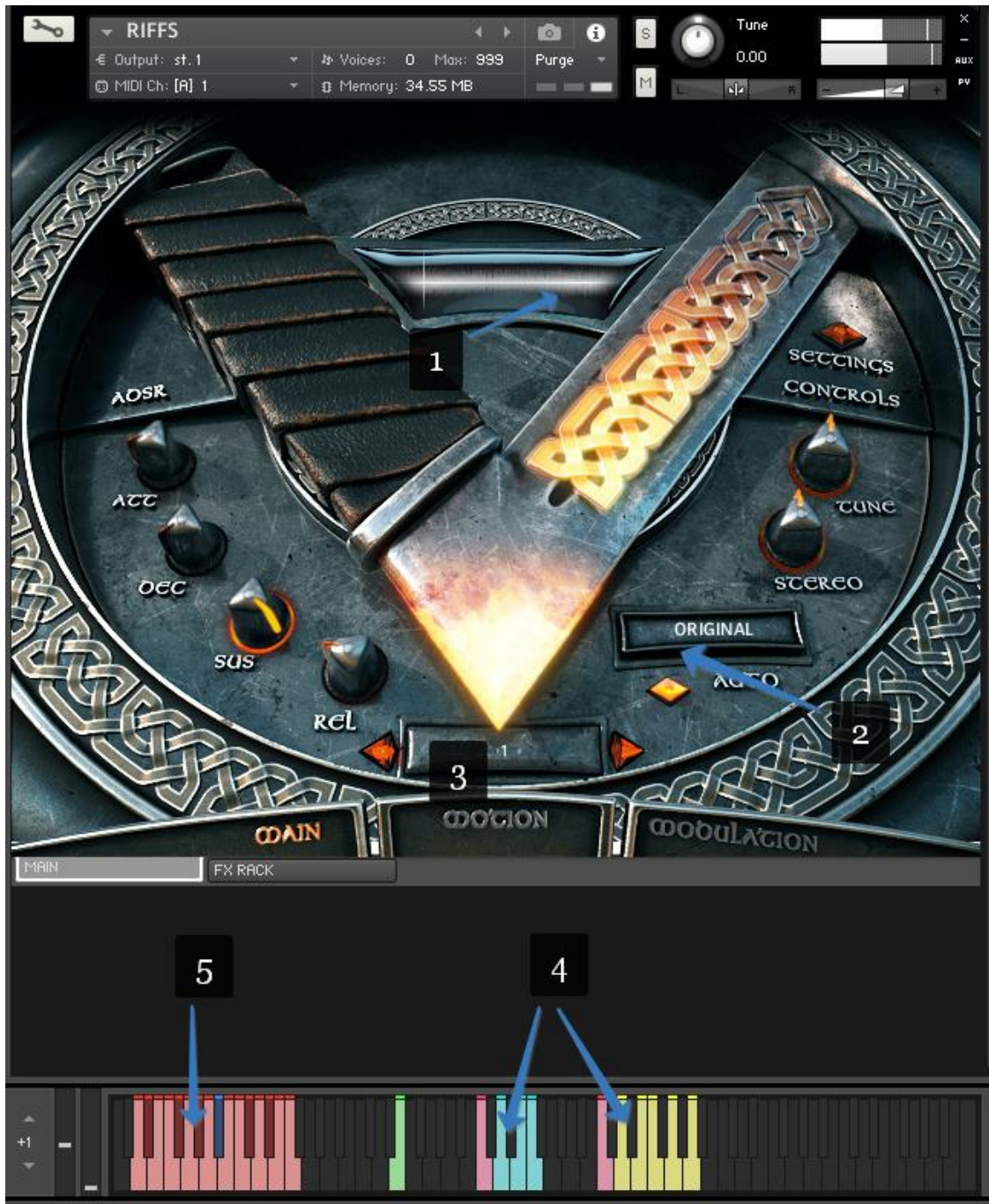
2) Use the settings in one of the 4 slots to adjust the parameters you need.

For example, the opening slot is always loaded with a guitar. And in the second slot, you can download the necessary sound to you. There are the following settings for 4 sound slots: ADSR, stereo, pan, tune, filter, volume, mute, solo.

4) Navigation between three pages - Main, Motion, Modulation.



## 2.4. Riffs



1) Waveform - this window displays the waveform (waves) for the currently played sample (samples).

2) In this window, you can set how fast your instrument will play: original, 2x speed,  $\frac{1}{2}$  x speed. Also, there is an AUTO button, which allows the engine to choose the playback speed based on the BPM of the original sample and BPM set in your host.

- 3) Select the riff you want from the drop-down menu.
- 4) Keys for guitars or drums.
- 5) Keys of the tune.

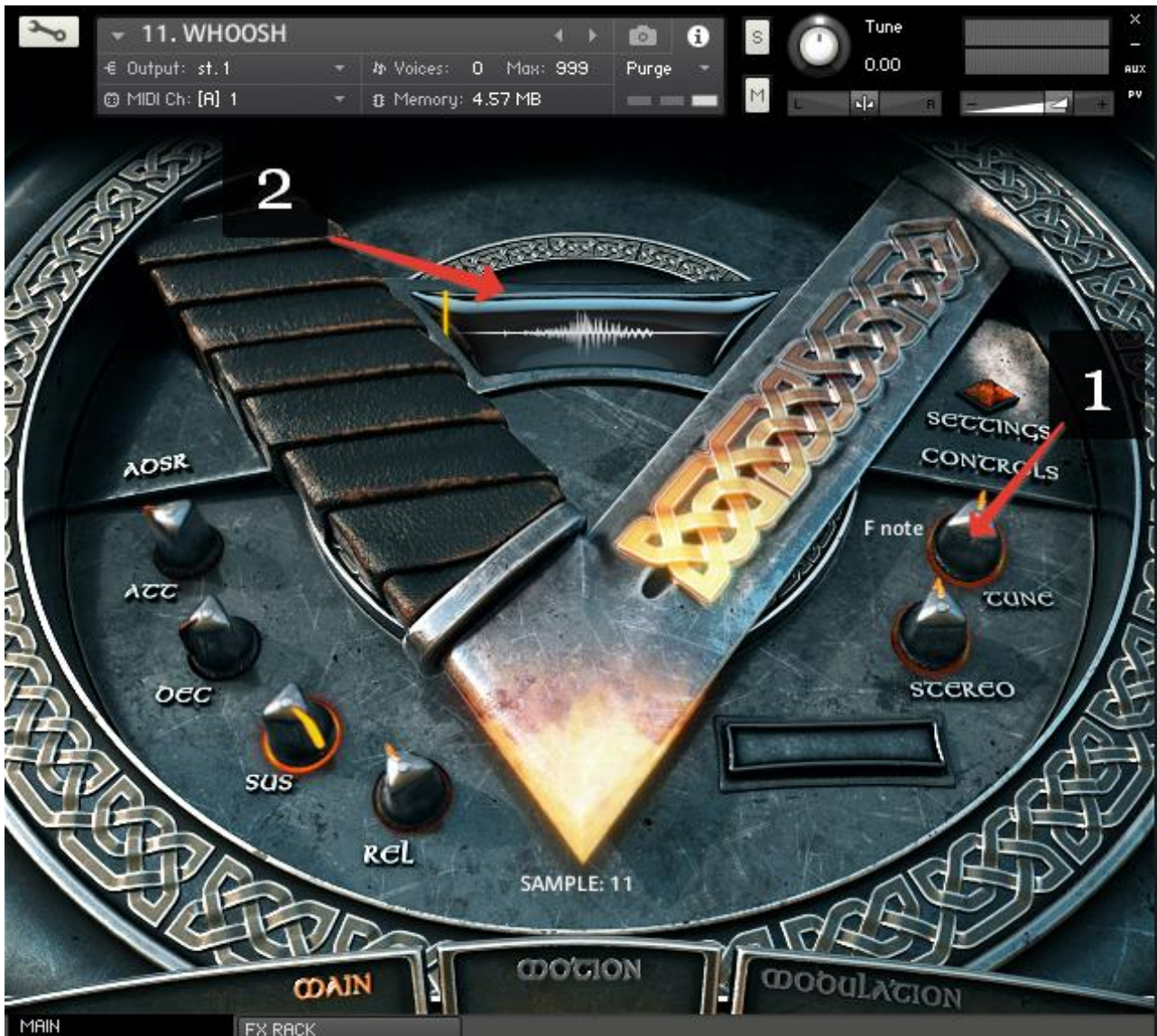
### Riffs Settings



- 1) Volume fader for all guitars
- 2) Main guitar settings. You can adjust the volume for one of the two microphones. There are 4 controllers above, 2 on each of the microphones. The first controller is responsible for the L-R splitting.
- 3) Volume fader for crunch and bass guitars
- 4) Volume fader for all drum elements
- 5) By clicking on this button, you set the default settings.
- 6) Enable/disable animation
- 7) Synchronization. An important function of the instrument. When it's on and you start playing, say, a guitar riff, and then you play the drums, then the drum loop automatically adjusts to the guitar loop.
- 8) Close the settings window



## 2.5.Trailer type of instruments



1) This function is applied for each sample separately. To apply it to all samples at once, use the ALT key pressed.

2) This function allows you to select the start position separately for each sample.