

RISE, HIT & WHOOSH BUILDER

USER MANUAL



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Instrument Introduction

Vir2 Instruments is proud to present Phoenix: Rise, Hit & Whoosh Builder. Phoenix is an essential tool for all matter of cinematic and commercial productions. From the soft whoosh of a passing ghost, to the devastation of a train wreck scene, it's never been easier to get the sound you need for that critical moment. Using up to eight powerful engines, you can perfectly time your tension and release for the greatest impact. Harness the limitless power of Phoenix to hone your sound to the perfect rumble, timbre, and crash!

Phoenix comes with 700 unique samples right out of the box, but rising from the ashes of competing tools is the ability to load your own .wav or .aif samples right into the interface. This gives you the choice of using our meticulously selected and edited sound set or going full custom with whatever sounds you choose. Let Phoenix do all the hard timing work for you!

Other features include a beat/time sync on Risers and Whooshes, a full effects rack, mirroring, filtering, Rise and Whoosh timing control, and the ability to trigger all the engines together or independently with ease.

Our vision for Phoenix is a sound tool for composers and sound designers of films, video games, trailers and more, that will deliver tension and release without requiring a huge learning curve. Even though Phoenix is simple to use, this instrument is deep and powerful so let your creativity soar!

System Requirements

For Mac users, this library requires OS X 10.13 and above, i5 or higher, and a minimum 4GB of RAM.

For Windows users, this library requires Windows 7 and above, 32bit or 64bit compatible, Intel Core i5 or equivalent CPU.

The library requires approximately 10GB once installed. Requires Kontakt Player 6.6.0 and higher.

Getting Started

Phoenix allows users to load up to eight separate sound sources (including user samples) in the eight engines. Any Rise and Hit engines can be changed into a Whoosh engine. Whooshes utilize dedicated whoosh samples.

The interface is laid out so that all the vital controls for each engine are always close to your fingertips no matter what page you have selected. Let's take a look at these engine controls as well as the four pages in Phoenix and see how they work.

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Engine Controls

	1. Rise/Who	s							
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1. Rise/Whoosh Controls

Each Rise/Whoosh engine has its own standard controls for powering On/Off, Mute/Solo, changing samples, Volume, Pan, and Attack. Additionally there are controls for Mirroring Risers, and adjusting Riser/Whoosh lengths:

Mirror - Adds the reversed version of the Rise sample on the adjacent Hit engine.

Rise/Whoosh Start - Click and drag to change the start point of the Rise or Whoosh sample. This allows you to have Risers or Whooshes begin at different points.

Rise/Whoosh Position - Click and drag to adjust the position of the entire Rise or Whoosh sample. This feature will only work if you have already adjusted the Rise/Whoosh Start and allows you to stagger sounds creatively.

2. Hit Controls

Each Hit engine has its own standard controls for powering On/Off, Mute/Solo, changing samples, Volume, Pan, and Attack. Additionally, there are controls for the Release and Offset of a Hit:

Release - Controls the length of the Hit. When the knob is all the way to the right the sample plays its entire length.

Offset - Trigger the Hit sample earlier or later (in milliseconds) with this knob. This is useful for creating flams or positioning Hits that include a "pre-attack" so they play in sync with the other Hits.

Engine Controls (Continued)

Engine Mods

- Apply any of the four available Mod effects to any engine by clicking on the
- corresponding Mod power button number. For example, clicking "2" and "4" for
- Rise 1 will apply Mods 2 and 4 to that engine. See the Mods Page for how to customize the Mod effects.

2	×	Apply Mods To
		R+H
	4	Rise
		Hit

You can also choose to apply the Mods to both the Rise and Hit (R+H) or just the Rise or Hit individually. Click the Mods button and choose one of these options from the popup menu. By default, Mod effects are only applied to the Rise/Whoosh engines.

Engine Switch



Transform any Rise and Hit engine into a Whoosh engine. The Whooshes included in Phoenix are double the length of the set Riser time. They have been created specifically so the crescendo of the Whoosh samples take place

at the Rise peak, seamlessly integrating with the timing of the Risers.

User Samples

Drag and drop any .wav or .aif file into these drop areas to load a sound from your own library. The sample drop areas for Risers and Whooshes appear on the left, and the Hits on the right.

Sample Select

Kumble Thwup

Double click on the sample name in any engine to open the sample browser page or use the arrows to select the previous/next sample.

Engine Controls (Edit Page)



Additional Engine controls are available by clicking the "Edit" button in the top right corner of the interface.

1. Output - Select your output for each engine. By default this is set to Master. You must have a multi-output version of Kontakt loaded for this feature to be effective.

2. Lo/Hi Cut - Drag the left and right points to limit high and low frequencies. Drag the middle point to adjust the new frequency range.

3. Pitch - Increase or decrease the pitch of your Rise, Hit or Whoosh sample in semitones.

4. Riser Tail - Each Rise has a unique Tail that you can choose to include by activating the Tail button. By default, the Tail is deselected and the Rise sample stops playback at its peak. Tails are played in combination with any Hit you have loaded.

5. Speed - Increase or decrease the playback speed of your Hit sample by percentage.

Time Page



Rise/Whoosh Length - This knob determines the length until the crescendo of your Riser and/or Whoosh. For Risers this is the point at which the impact is triggered. Whoosh samples are twice the length of the displayed time so the crescendo takes place in the middle of the sample.

Beat/Seconds - Click Beat or Second to change the measure of time. We've designed Phoenix to effortlessly stretch samples from 1 - 32 beats or .5 - 32 seconds. When the timing is set to beats, Phoenix automatically syncs to your host tempo.

Sample Page

Tags Rise			Samples	Transition Selected Engine -
Ascending	Simple	Dark	Air 02	Air 03
Descending	Complex	Instrumental	Air Rise 02	Air Rise 03
Swell	Intense	Machines	Air Tone Rise	Cello Swarm 01
Low End	Non-Tonal	Metallic	Cello Swarm 02	Cello Swarm 05
Mid	Tonal	Motion	Cello Swarm 13	Club
High End	Airy	Sci-Fi	Dual Sweeper	Engine Rise

Tags - Use one or more of the descriptive tags to filter the sample set for easier browsing. For example, you may be looking for a sample that is 'Ascending', 'Intense', and emphasizes the mid-range.

Loading a Sample - Single click on a sample from the list on the right to hear an audio preview. Double click the sample to load it into your selected engine.

Sample Preview - Toggle this button to mute or un-mute the audio preview of any sample you click.

Transition - Preview the transition period between the Rise/Whoosh and the Hits by either clicking this button or triggering it on the keyboard (see the <u>Keyboard Layout</u> page for a complete description of all keyboard triggers)



Randomize - Click the dice to randomize your selected sample set. Click the dropdown menu to randomize the samples for either the Selected Engine, All Engines, All Risers, All Hits, or All Whooshes. The randomize feature functions independently of the selected tags.

Mods Page 1. Mod Effects Pan 2 Volume Pitch 2. Effects Menu Reverb \bigcirc Volume 3. Modulator Menu 0 \bigcirc Amount Fade 4. Modulator Controls Sine 8th LF0 1

The Mods page allows you to combine effects and modulators to dynamically alter your Risers, Hits and Whooshes. From pan being controlled by a sawtooth LFO to pitch being controlled by a step sequencer, the Mods page offers a huge range of creative possibilities. To get started quickly with the Mods, simply click on the Mod effect power buttons located to the left of the engines. To learn more about enabling the Mod effects please see the <u>Engine Controls</u> section above.

1. Mod Effects - There are four available Mod Effect slots. Each slot can have an effect such as pan, volume, or pitch, controlled by a modulator such as an LFO or Sequencer. The four tabs across the top of this page correspond to the four numbers (Mod Effect power buttons) to the left of each engine.

2. Effects Menu - Choose between ten separate effects to load into each slot. Simply click on the menu icon to choose from the available effects. Each Mod effect can only be loaded into one of the four slots at a time.

3. Modulator Menu - You can choose one of the four available Modulators from the dropdown menu under the modulatable effect knob. Choose between two separate LFOs and two Sequencers. Sequencer 1 is a 16 step sequencer while Sequencer 2 is an 8 step sequencer.

4. Modulator Controls - For the LFOs, select the waveform shape to control the oscillation pattern. In the example above, we've chosen a sine waveform. Fade allows you to gradually fade in the LFO in milliseconds. Change the speed of the LFOs and Sequencers either by using the Rate knob (when frequency is selected) or by choosing a specific division from the dropdown menu ranging from whole notes to 128th notes. Use the Amount knob to adjust the amount of modulation for the LFOs and Sequencers.

Effects Page

3.

	1. Individual Engine Effect	s		2. N	laster Effe	ects	
	Individual Engine Rise 1				Master		
Effect Controls	 Equalizer Skreamer Flair Stereo Delay Reverb 	LF Freq LF Gain	LMF Freq LMF Gain LMF Gain LMF Q	HMF Freq HMF Gain HMF Gain AMF Q	HF Freq T HF Gain	Output	

1. Individual Engine Effects - These effects are applied to the currently selected engine. The name of the selected engine will appear at the top next to "Individual Engine".

2. Master Effects - These are global effects that apply to all engines at once.

3. Effect Controls - There are six Individual Engine effects available for the Risers and Whooshes and a slightly different set available for Hits. There are nine Master effects available. Each of the effects has a variety of parameters that can be customized and controlled via MIDI CC.

Snapshots (Presets)

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	Riser	+	Airy	•	Airlock Leak								WAVEFORM	EDIT
	Whoosh	÷	Extreme	•	Airlock									
			Hybrid	- +	Certified	/								
			Instrument	al⊁	Clean Bandit									
			Metallic	•	Crash Landing									
			Pitched	-	Falling Dust									
		1	Simple	•	Hi Speed		4	100						
		1	Soft	•	Paradox		-							
			Sub	•	Premonition		Beat Second							
			Wind	- PT										
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We have created over 150 snapshots that serve as inspirational starting points or as quick grab and go sounds to speed your productions along! We created Riser, Whoosh, and Hit snapshots and organized them into helpful categories. To load a snapshot, click on the arrow next to the default shapshot name and then choose from one of the many available snapshots. We included the default patch settings as a preset so if you ever want to reset your patch to the initial factory default you can load the preset titled "INIT - Phoenix".

Keyboard Layout



1. All Engines - Plays back all engines together.

2. All Risers/Whooshes - Plays all Rise and Whoosh engines together including Rise Tail (if enabled).

- 3. All Hits Plays all Hit engines together.
- 4. Individual Layers Plays each individual Rise & Hit or Whoosh.

5. Individual Risers/Whooshes - Plays only individual Rise/Whoosh engines including Rise Tail (if enabled).

6. Individual Hits - Plays only individual Hit engines.

7. Transition - Plays a brief preview between Risers/Whooshes and Hits. This is useful for quickly previewing the peak of your Rise/Whoosh and Hit.

Keyboard Functionality Notes:

All Hit triggers are velocity sensitive which allows for dynamic performances of your impacts. The harder you play a Hit, the louder it will be and the softer you play it, the quieter it will be.

Latch - Latch is located in the top right corner of the interface. When Latch is turned ON, any key trigger remains pressed until either the sound finishes or you press the key again.

Tech Support, Etc.

Tech Support

Vir2 Instruments stands behind its products and is committed to helping you get the most out of using them. Please check the <u>Support</u> area of the Vir2 website if you encounter any difficulties in using the product. You may also e-mail support@vir2.com.

Before getting in touch with Vir2 Instruments regarding problems with the product, make sure you are running the latest versions of Phoenix, Kontakt Player, and Native Access. We are continuously updating and improving the product, so it is possible that there are more recent updates available that were released after the instillation of your product copy.

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Credits

Producer	Vir2 Instruments
Sound Designer	Jeff Carruthers
Instrument Design	Michael Boone and Steven Bolar
Sample Editing and Patching	Jeff Carruthers, Michael Boone, and Steven Bolar
Kontakt Scripting	Klaus Baetz
GUI Design	Ingo Hermes
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Snapshot Design	. Simon Rudd, Wil Pearce, and Przemyslaw Kopczyk

PHOENIX