

SMACK II

CLAPS, SNAPS & STOMPS

USER MANUAL



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Instrument Introduction

SMACK 2: Claps, Snaps & Stomps is an immersive sample set of body percussion that offers an impressive level of detail. After the success of the original SMACK, we set out to design and record a worthy sequel that not only captures the same magic of the first library, but also improves on it in several ways.

For starters, we recorded all of the body percussion with three different customizable mic positions: close, stereo, and room. Next, we deepened the sample set to make each performance as realistic as possible by recording eleven round robins and up to seven velocity layers. Lastly, to add even more audio flavor, we captured the performances in small, medium, and large-sized rooms.

To make SMACK 2 even more versatile, we explored various new clapping techniques and unique stomping surfaces. For example, we sampled a single person stomping on a guitar case with a tambourine on top and also a small group stomping on plastic packing materials.

For total control over your sound, we created over seventy articulation patches for immediate access to each round robin sample on the keyboard.

To complement the body percussion, we crafted a large set of unique electronic sounds. This patch includes electronic toms, kicks, snaps, claps, and other percussion. While these samples sound great on their own, they also blend beautifully with the acoustic samples.

There are eight powerful effects included in SMACK 2 that can be applied globally and per channel. For quick inspiration, utilize our forty-three professionally designed effect presets.

In addition to all this, we designed the interface to be as simple and intuitive as its predecessor's while offering more power and flexibility. SMACK 2 is the body percussion tool every producer needs in their back pocket.

Overview



The SMACK 2 interface is a simple, single-page interface with five sections:

1 - Channel Mixer - This section is where you can select a channel and edit its volume, pan, mute/solo, bypass channel effects, and set the output.

2 - Mic/Settings - The upper right corner of the interface is where you can mix and turn on/off each of the three mic positions. Additionally, there are parameters for changing the Offset, Tune, Attack, and Decay. Changes to these settings can be done globally and on a per-channel basis.

3 - Effects - There are eight powerful effects to choose from. These effects can be applied globally as well as to each channel individually.

4 - Central Display - This screen displays the currently selected channel (i.e. “Claps Single”) and articulation (i.e. “Fingers to Palm”).

5 - Instrument Control - Switch how you control the dynamics of the instrument from Velocity to MIDI CC. You can also toggle on/off MIDI channel select.

Channel Mixer

The bottom half of the SMACK 2 interface holds up to ten channels. Each channel is a group of samples that contain several variations. For example, the group titled “Clap Groups” includes such variations as palm to palm, knuckles to palm, and fingers to palm claps. Each channel also includes standard mixing controls.



1 - Channel Label - Click on the channel label (or MIDI select via your keyboard) to edit channel FX and settings.

2 - FX Bypass - Bypass all of the channel's FX. This is helpful if you want to quickly hear the dry signal on a channel that has several FX applied. NOTE: This button will be unavailable until a channel effect has been turned on. FX Bypass does not bypass Global FX.

3 - Mute/Solo - The Mute and Solo buttons can be used per channel for quick auditioning.

4 - Volume/Pan - The Volume fader and Pan knob can be adjusted for better seating each channel in your mix.

5 - Output - If you have a multi-output version of Kontakt loaded, you can send each channel to a different output in your DAW. This is very helpful for applying your own FX to each channel.

FX

SMACK 2 comes equipped with a variety of effects and presets that can be applied globally and per channel.



1 - Global/Channel FX - When Channel FX is selected, FX will be applied to the selected channel only. When Global FX is selected, FX will be applied to all channels at once.

2 - Preset Menu - Use this menu of 43 presets to quickly get a new processed FX chain applied. When Channel FX is selected, the preset will apply to the FX for the selected channel. When Global FX is selected, the preset will apply to all channels.

3 - FX Select - Click any of the FX buttons (i.e. Stereo, EQ, Delay, or Reverb) to reveal that FX's parameters below. Use the switch to toggle each effect on/off. The indicator light will illuminate to let you know the FX is on.

4 - FX Parameters - In this area, you will find parameters for adjusting the selected FX.

Mics & Additional Controls

One of the huge new features in SMACK 2 is the ability to customize the sound using three different mic positions. In this section, you'll also find a few additional helpful controls.



1 - Global - When Global is ON (default), you can adjust the mic positions as well as the Offset, Attack, Tune, and Decay for all channels at once. When Global is OFF, you can independently adjust these settings for each channel. Keep in mind that if you turn Global back ON, you have to adjust the parameters you want to be “globalized”. Any parameter that hasn’t been adjusted will retain its original settings.

2 - Mic Positions - You can toggle on/off and mix the three mic positions, Close, Stereo, and Room.

3 - Setting Parameters:

Offset - This knob adjusts the sample start time. This is very helpful for tightening up the attack of

slightly looser performances.

Tune - Adjust the pitch of the samples in semitones +/- 3 octaves.

Attack - Adjust the amount of attack to smooth out the starting punch of a sample.

Decay - Control how long the sample decays for after after the sample trigger is released.

Channel & Articulation

The screen in the middle of the interface displays a reference for the last played channel and articulation. For example, “Snaps Single” refers to the channel name while “One Person” refers to the articulation.



Instrument Control

The bottom area of the SMACK 2 interface gives options for controlling dynamics and selecting channels. These settings are helpful for users who prefer to work primarily from their MIDI controller.



1 - Control Dynamics -

When Velocity is selected (default), dynamics are

controlled by how hard/soft a sample is performed. When MIDI CC is selected, a MIDI CC assignable slider will appear beside the button. Right-click this slider to assign a mod wheel or knob to control the dynamics.

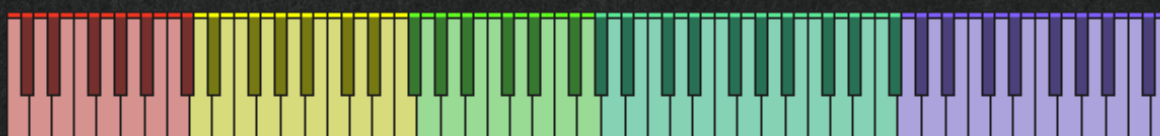
2 - Channel Select - Click the MIDI button to enable the ability to select channels using your MIDI controller (enabled by default).

Keyboard

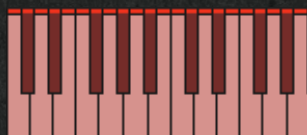
Instrument Patches - The keyboard shows up to ten groups of colored keys, each group corresponding to the available channels. Each articulation within a group has two key triggers side by side for fast performances.



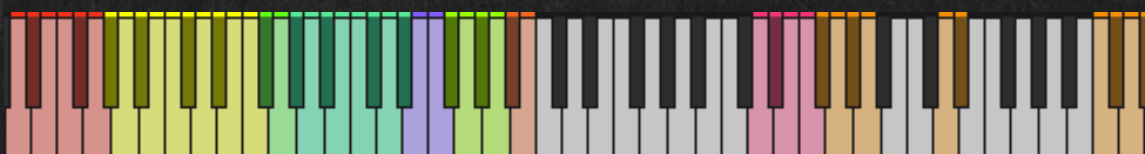
Electronic Patch - The electronic patch contains five groups of colored keys. Each group of keys corresponds to a channel.



Articulation Patches - Articulation patches contain only a single articulation with all eleven round robins laid out on the keyboard. This is helpful for performing specific round robins. Similarly to the instrument patches, each sample has two key triggers side by side for fast performances.



Matching Keyboard Layout Patches - These patches share an identical keyboard layout to the Small Studio patch. This means that each articulation can be found on the same key across all three room patches. This allows you to seamlessly switch rooms without having to adjust your MIDI.



System Requirements

The library requires approximately 3.2GB once installed
Kontakt 6 Player or Kontakt 6 (Version 6.7.1)
4GB RAM or more

MAC: OSX 10.13 or higher
64 bit compatible
Intel Core i5 or later

WINDOWS: OS 7 or higher
32 or 64 bit compatible
Intel Core i5 or equivalent CPU

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Credits

Producer Big Fish Audio
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Sample Editing and Patching..... Michael Boone and Steven Bolar
Kontakt Scripting Klaus Baetz
GUI/Cover Design..... Joren Brighton & Albert Grose