

EPIC FX

Table of Contents

License Agreement	3
<hr/>	
Introduction	6
Formats	6
<hr/>	
Getting Started	7
Installation	7
Specifications and Basic Structure	7
Presets	7
Kontakt Interface	8
Reason Combinator Interface	9
<hr/>	
Registration	10
<hr/>	
Support	10
<hr/>	

License Agreement

DO NOT USE THIS PRODUCT UNTIL YOU HAVE READ THIS LICENSE AGREEMENT. BY INSTALLING AND USING THIS PRODUCT, YOU AGREE TO BECOME BOUND BY ALL THE TERMS AND CONDITIONS OF THIS END USER LICENSE AGREEMENT.

1. Definitions

Virtuasonic / Alessandro Camnasio (“Virtuasonic”) is the copyright owner and “Licensor” of the Virtuasonic software program, soundware, sounds, samples, its accompanying documentation and other related explanatory materials (collectively referred to as “Software”). In addition the term “Software” shall also include any updates, modified versions or upgrades, new features of the Software licensed to you by Virtuasonic. “You”, “Your”, “User” and “Licensee” means the person who purchased the license to use this product or for whom the license was purchased. “License” means the license purchased and granted pursuant to this legal Agreement between you and Virtuasonic.

2. License

Virtuasonic hereby grants you a non-exclusive, non-transferable, single user, perpetual license to use the Software for your own personal use only. YOU MAY: (a) install the Software on more than one computer; (b) physically transfer the Software from one computer to another provided that it is used only by the Licensee; (c) make copies of the Software, in machine-readable form, solely for backup purposes, provided you include all copyright and other proprietary rights notices on any backup copy, and must take all reasonable measures to protect the Software from unauthorized copying or use. YOU MAY NOT distribute copies of this Software or any part of it. All rights not expressly granted herein are reserved.

3. Restrictions

Unless expressly permitted by this License or otherwise applicable law, YOU MAY NOT, or allow any third party to, (a) rent, sell, re-sell, lease, loan, sublicense, distribute, for profit or otherwise, or otherwise transfer the Software or the programs or sounds it contains, or any other part of it, or the related documentation, or any of your rights and obligations under this License, except as expressly provided herein; (b) install, electronically transfer, share or post samples of the Software on a network for use by multiple users, unless each user has purchased a license; (c) translate or otherwise alter the Software without the prior written consent of Virtuasonic; (d) reverse-engineer or disassemble the Software in whole or in part; (e) remove or destroy any copyright notices, or any other proprietary markings of the Software; (f) modify, alter or adapt the Software, merge the Software into another program or create derivative works based on the Software or any part of it; (g) filter, combine, alter, modify, treat, mix, re-synthesize, or otherwise edit the sounds, either in the format provided by Virtuasonic or reformatted for use as samples, multi-samples, soundsets, loops, wavetables, programs or patches in a sampler, game console, software, product, computer, microchip or any sample playback device, without the express written consent of Virtuasonic.

4. Copyright

This Software and accompanying material are copyrighted and are protected by applicable intellectual property law. Virtuasonic monitors other soundware/software releases and the Internet to check for copyright infringements, and will prosecute all piracy and copyright violations to the fullest extent of the law. You may use the Software on any commercial or non-commercial music release (including music production libraries), broadcast, public performance, film, movie, TV

spot or program, trailer and other reasonable musical purposes within musical compositions and video productions, without paying any additional fees and with the confidence that the sounds are guaranteed to be 100% copyright clean. However, you are invited to include a courtesy credit in any written materials or linear notes accompanying your music recording (CD, cassette, soundtrack compilation, film credits, etc.) that utilizes the Software and inform Virtuasonic about it. Use of the Software and its sounds in multimedia production and video games is permitted only as part of a musical composition. Any other use of the Software and its sounds (such as sound effects directly integrated into videogames and other interactive software code) requires a special license from Virtuasonic and must be cleared prior to use.

5. Ownership

The license granted hereunder does not constitute a transfer or sale of ownership rights in or to the Software. Except from the license rights expressly granted above, this Agreement does not grant you any intellectual property in the Software. Virtuasonic retains all right, title and interest in and to the Software including all intellectual property rights therein. This Software is protected by intellectual property law and other international treaties.

6. Disclaimer of Warranty

THE SOFTWARE IS PROVIDED "AS IS" WITHOUT WARRANTIES OF ANY KIND. VIRTUASONIC AND ITS LICENSORS AND SUPPLIERS MAKE NO WARRANTIES, EXPRESS, IMPLIED OR OTHERWISE, AND EXPRESSLY DISCLAIM ALL WARRANTIES INCLUDING, BUT NOT LIMITED TO, THE WARRANTIES OF MERCHANTABILITY, NON-INFRINGEMENT OF THIRD PARTY RIGHTS, AND FITNESS FOR A PARTICULAR PURPOSE. VIRTUASONIC DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS OR THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR FREE. THE AUTHORIZED USER ASSUMES ALL RISKS OF USING THE SOFTWARE.

7. Limitation of Liability

YOU AGREE THAT IN NO EVENT WILL VIRTUASONIC, NOR ITS LICENSORS, SUPPLIERS, AGENTS, DISTRIBUTORS OR ANYONE ELSE INVOLVED IN THE PRODUCTION, CREATION AND DELIVERY OF THE SOFTWARE BE LIABLE FOR ANY DIRECT, INDIRECT, SPECIAL, PUNITIVE, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING FROM THE USE OF THIS PRODUCT IN WHATEVER FORM, INCLUDING LOSS OF PROFIT, SAVINGS, DATA, GOODWILL, WORK STOPPAGE, OR COMPUTER FAILURE OR MALFUNCTION, EVEN IF VIRTUASONIC HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL VIRTUASONIC'S LIABILITY EXCEED THE TOTAL AMOUNT OF THE FEES PAID FOR THE SOFTWARE.

8. Term and Termination

The license shall be effective upon installation of the Software and will remain in full force until termination. The license will automatically terminate if you fail to comply with any term or condition of this Agreement. Upon termination you shall immediately cease all use of the Software and return or destroy all copies of the Software. Virtuasonic's rights and your obligations shall survive termination of this license.

9. General

This license is governed by the laws of Italy and EU, without regard to conflicts of laws principles therein. This License is the entire agreement between you and Virtuasonic, and supersedes any other communication with respect to the Software. No modification of or amendment to this License will be effective until in writing signed by both parts. Any dispute arising in regard to the terms of this agreement, will be settled in accordance with the law prevailing in Italy. If any provision of this license is held invalid or unenforceable, the remainder of this license will continue in full force and effect.

Producer: Alessandro Camnasio

© 2009 Virtuasonic. All rights reserved.

All other manufacturers' product names and trademarks are property of their respective holders, which are in no way associated or affiliated with Virtuasonic. The trademarks of those manufacturers are used solely to identify the products that are compatible with our library, to give our users some examples of its applications or to describe the processes and tools involved in the production of the samples.

Introduction

Thank you for choosing Virtuasonic EPIC FX.

EPIC FX consists of nearly 500 sound effects designed for music production, trailer creation, cinema and TV post production, jingles, animation and video presentations. The samples contained in EPIC FX have been created using a wide range of sound design and recording techniques.

This sample collection contains transitions, blasts, hits and impacts, accessible as organized presets for different software samplers, as well as directly in WAV format.

Formats

- Native Instruments KONTAKT 2.4 (compatible with KONTAKT 3 and 4)
- Apple Logic Exs24
- Reason NN-XT
- SFZ
- WAV 24 bit / 44.1 KHz

Getting Started

Installation

The files are provided as a compressed archive to make the download time shorter. To install the library, simply extract the compressed RAR file to a target folder on your hard disk. You may also make a back-up of the files on a DVD for future installations and for your personal use only.

Specifications and Basic structure

The samples have been organized into two main categories:

- 24 Composite sound effects, also available as separated elements (intro, hit, tail) for a total of 75 samples.
- 422 sounds consisting of transitions, intros, hits, blasts, metallic and dark impacts. These audio files are contained in the directory named "SAMPLES".

Presets

There are 37 presets for each format listed in the previous chapter. Please, note that each sampler has its own features and sound engine, so some presets may sound different from one sampler to another.

Composite FX presets have been programmed taking advantage of the mapping features of the samplers to obtain a wider palette of sounds.

The other samples have been organized into the following presets and "construction kits":

- Blasts
- Giants
- Impacts 1& 2
- Noise Forms
- Transitions 1, 2 & 3

Legend

Presets [LONG REL] = Long Release

Files BM = Explosion, Hit, Impact and similar / IN, SW = intro, swoosh and similar / CN, FX = mixed FX

Kontakt Interface

Here's an overview of the EPIC FX interface for Native Instruments KONTAKT.



The instrument interface provides some basic functions that will help you to adjust the overall sound of EPIC FX to your purpose:

- High Pass filter (HP) useful to reduce the amount of low frequencies
- Parametric equalizer (MidFreq / MidGain) intended for adjusting the middle frequency range
- Low Pass (LP) to reduce the amount of high frequencies
- Reverb (Rev) regulates the amount of signal sent to the internal reverb
- Spread controls the width of the stereo panorama (from mono to wide stereo)
- Pan controls panorama position (from left to right)

- Bypass_HP to bypass the High Pass filter
- Bypass_MidEq to bypass the parametric equalizer (MidFreq, MidGain)
- Bypass_LP to bypass the Low Pass filter
- Bypass_Rev to bypass the internal reverb effect
- Bypass_StMod to bypass the Stereo Modeller (Spread, Pan)

Reason Combinator Interface

Along with the standard presets we have included a Combinator instrument that opens up new possibilities of transforming the sounds included in this sample library. Here's an overview of the EPIC FX combinator for Propellerhead Reason.



As you can see from the picture above, this combinator includes four effects processors that can also be controlled from the main panel: **Filter** (Low Pass or Band Pass), **Reverb**, **Chorus/flanger**, **Phaser**.

Registration

Customers who purchased directly from our online store are automatically registered.

Those who purchased the product from a distributor / dealer must fill out a registration form that can be found at the following link:

<http://www.virtuasonic.com/registration.htm>

Being a registered user is very important and entitles you to receive future updates of the product you have purchased, as well as news and offers regarding our latest releases.

Support

For questions related to the use of this product, feedback and suggestions for future improvements, feel free to contact us at <http://www.virtuasonic.com/contact.php>

We have put a lot of work and efforts in the development of EPIC FX and sincerely hope that you will find it useful for your music making and sound design.

Thank you for your interest in our work.

Special Thanks

We would like to thank all the people that supported, inspired and helped us in many ways.

A very special thanks to all the people that made this possible.