An Impact Soundworks Sample Library

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OVERVIEW

Modern scoring for film, TV, games, and trailers often calls for epic sounds. Punchy drums, dramatic basses, low chords, and of course, string staccato stabs to create drama and tension. **Furia Staccato Strings**, as the name suggests, was designed with that singular purpose in mind: powerful string ensemble staccatos to drive the most epic of tracks!

Furia is a streamlined instrument that provides instant musical gratification. There is a single articulation – staccato – and as soon as you load it, you're ready to play. The user interface is unencumbered, with only the features needed to give you control over the shape of the staccato, sample offset, ensemble size, and basic mic mixing. We've also included an FX rack with some handy tools like a 4-band EQ and convolution reverb.

Whether you're writing dramatic, over-the-top action trailer cues, subtle underscore with ominous ostinatos, or swashbuckling main themes, we hope Furia will become a staple of your orchestral template!

INSTALLATION

1. Install the **Pulse** application if you don't already have it. **Pulse** is a cross-platform desktop app that lets you download and install your libraries with blazing speed!

https://pulsedownloader.com/

2. Once **Pulse** is installed, open it and enter your Furia Staccato Strings download code. Follow the instructions to download and install the library.

3. Finally, load the included Furia Staccato Strings NKI in Kontakt. No activation is needed, as this is not a Kontakt Player instrument.

Optional: Please see our [Kontakt workflow tutorial](#) for information on adding instrument files to the faster Quickload window or the Kontakt Database.

SOUND CONTENT

Furia Staccato Strings features recordings of a string ensemble performing **unison staccatos**, starting from the low range of the bass up through the high range of the violins. All notes were captured at fortissimo with a large number of variations. The string ensemble size was **22 players**. Each section played only when it was able to, thus for example the lowest notes feature only bass and the highest notes only violins.

Note that the **mod wheel (CC1)** controls extra brightness!

INTERFACE & ENGINE

Main UI Page

Section 1 – Ensemble Size
As mentioned above, Furia was recorded with a string ensemble of 22 players. This default size is "1x". Clicking on the higher numbers will multiply the size of the ensemble, layering in other recordings to create a bigger sound. Note that this will use **more CPU** as more voices are being streamed simultaneously.

Section 2 – Timing Controls

Ensemble Timing: Controls the amount of randomized timing variation when ensemble sizes greater than 1 are used.

Sample Offset: Controls the attack offset of each note. Higher values will chop off more of the attack sound.

<u>**Section 3 – Mic Mixer**</u>

Close Mics / Hall Mics: Click either of these buttons to load or unload that microphone position.

Volume / Width: Controls the volume and stereo width of each mic position.

<u>**Section 4 – Envelope Controls**</u>

These knobs control the volume envelope of the sound. For tighter, more aggressive staccatos, reduce the sustain and decay knobs.

FX Button – Click the button labeled "FX" in the lower right to pop up the FX rack.

FX Rack

Our custom FX rack features automatable effects that can be enabled, disabled, or **randomized** by clicking the (*) star/asterisk button.

Note that the **Reverb** module is a convolution reverb and includes all-custom impulses created by Impact Soundworks.

EXTRAS Script Tab

We've provided a tab labeled "**Extras**" for advanced users, accessible by clicking on the tab at the bottom of the interface. This has a few simple controls.

Velocity -> Vol.: This controls the extent to which velocity affects note volume.

Velocity -> Bright: This controls the extent to which velocity affects brightness (low velocities = darker).

Max RR: By default the library has up to 8 RRs, but you can increase this to 16. Note that the higher RR values are a bit more 'stretched', particularly in the low octaves, so you may get a bit less realism from this.
Zone Tuning RR: When enabled (recommended), Furia generates extra RR by tuning adjacent zones.
Tune Chance: Controls the chance that zone tuning will occur. 50% = zone tuning occurs about half the time.

CREDITS

Instrument Concept & Design: Andrew Aversa
Recording: Olajide Paris
Kontakt Scripting: Nabeel Ansari
Sample Editing: Anthony Mena, Nabeel Ansari, Andrew Aversa
Additional Scripting: Andrew Aversa
Artwork: Constructive Stumblings

TROUBLESHOOTING & FEEDBACK

Have you used **Furia Staccato Strings** in a project recently? Got an awesome track you'd like to share? Drop us a line (admin@impactsoundworks.com) and we might post it on our website! Or, tell the world at our Facebook page here: http://www.facebook.com/ImpactSoundworks

We encourage all our users to share and promote their work. Word of mouth is the #1 way people find our samples, so it also helps us to produce more great libraries for you!

 For any technical support issues regarding the library, don't hesitate to email support@impactsoundworks.com.

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