



Hybrid Militia Sample Library

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1) Introduction and Concept.

Hybrid Militia is our “general” version of hybrid instruments for film composers. We gather years worth of our personal sound design materials from hybrid scoring projects plus added new custom samples to our “ol’ engine” GUI. (A name given due to its worn out look). Our sound design material span several movies that for some reason or another did not end up on the movies, mostly because we made too many samples and variations. Once our GUI was developed, new content was created to use its multi-sample capabilities. This meant having a blast creating sequencer patches using the “ol’ engine’s” 4 part sequencer (4xSEQ). Each of the 4 note sequencer is independent from each other, plus it has effects sequencer for the overall sound. This provides a powerful tool to generate great for film style sequences commonly used in hybrid modern scores.

As a general hybrid instruments we decided to bring a few new things to the (competition) table; using our content that was previously paid for means lowering our overhead costs of not having to record new material, even though its *new* for everyone else but us. This means that the cello player for these samples, which is also Bear mcgrady’s cello player for big hits like walking dead and battle star galactica wont cost YOU an extra dime. Same for percussionists and flutists that are famous in the filmscore circles in LA wont increase the price of this library.

Also, our Ol’ engine GUI will be used for a few releases, which means not having to customize (pay for) new scripting. Besides the price, the vast amount of sequences and variations that the ol’engine offers will enable you to create your own instruments for our sample material or if you want, your material.

2) Installation and Patches

Once downloaded, drag the main folder to your preferred sample library locations. Please make sure you have enough hard drive space. About 5-6gb will be needed for this library. You will need to own NI Kontakt 5.7 full version to use the Kontakt GUI.

Hybrid Militia for Kontakt FULL is comprised of only .nki instruments without sub menus... to keep it simple.

The categories are Braams, Drums, Hits, Loops, Multisamples and Pads.

Braams and Hits Categories are the big trailer like type of samples useful for impact action scores.

Drums contain multi sample drums. These contain a variety of sound designed and ethnic drums for action scores. There are Bombos (Bolivian bass drum), Tambor (Afro Venezuelan drum), and two set of toms mixed for powerful impact sound. There are also distorted kicks, snares and hats which have also been mapped all in one patch nki to be able to play them. In addition, each drum will contain 20 sequences which can be modified by the user. You can also create your own sequences and save them as new nki.

Loops folder contain a huge variety of sound designed loops made form organic instruments and analog synths. From toms, dum dum and frame drums to cello, dilruba and random percussion. These are static loops and some contain pitch changes due to the way they where recorded. So keep in mind when using them to make sure it matches your cue's scale if you change pitch via the pitch shifter.

Multi-sample patches are a myriad of analog synth, percussion and hybrid instrument and synth multi samples with round robin. Perfect for sequencers and playing them like any instrument on your keyboard. There are also pianos which have been sound designed per sample so it provides an inspiring instrument.

Pads patches have been created using a combination of poly analog synths, wavetable and granular synthesis using real life orchestra samples.

3) GUI

The GUI consists of three pages. The main page is a simple solution for busy composers with the most used parameters on the front and center: Filter, Distortion, Delay and Reverb. One knob for each and move on. The second page is to get more into the effects settings if you desire. Each bottom pressed will invoke the knobs for said effect. The final page is the “mega boss” page where its very dense and great to extra tweak sequenced settings, create chord sequences or arpeggio and we call it the 4xSEQ. The note effect sequencer can be also turned on/off on the main page.

We will focus on the sequencer page since the other two pages are easy and self-explanatory.

The sequencer page has both effects sequencers and note sequencer.

The effects sequencers affect ONE parameter at a time and its assignable.

In the below example the filter sequencer is turned on and routed to the cutoff parameter. When selecting the effect or note, the visual display will show the step sequencer for the pressed parameters. In this case the filter>cutoff step seq is what being displayed. If you pressed on “note1” button on the right side then the step seq parameter will show up and so on.



The note arp sequencer section is four independent sequencers at the same time and these all work with the same multi sample pool. The SEQ button means the sequencer can be sequenced in retriggered mode or chord if more than one note are pressed. ARP mode is arpeggiator and ADV is a note sequencer in which the bottom part of the step sequencer display turns on to enable changing pitch. This is more akin to older analog step sequencer with one note at a time. These 4 part sequencer in different modes provide some very powerful creative potential. One sequence can be doing upbeat 8th notes, another sequencer can be ding arpeggiated 16th, another can be doing a simple bass line and the last be doing a melody. Check out our sequenced presets to give examples of the potential it can provide.



Here is the sequencer modes simplified:

SEQ= Chord mode. Play chord sequences

ARP=Arpegiator

ADV=Pitched Note sequencer.

The amount knob affects the velocity of the sequencer. Its like a volume knob but it spits out velocity info.

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-JOSEPH TRAPANESE

