



ZERO-G
SAMPLE LIBRARIES

HELLFIRE

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ZERO-G

ZG-302

KONTAKT POWERED VIRTUAL INSTRUMENT

HELLFIRE

INTRODUCTION

Hellfire is a superbly curated collection of sense provoking synths, cinematic effects, glitches, atmospheric beds and every chilling tone needed for any sci-fi, cinematic sound design work.

Hellfire is a Kontakt-driven cinematic sound library with a easy-to use custom-made GUI. The sounds are steeped in tension, melancholy, and slow-burning dread that give your scenes a heartbeat of uncertainty and fear in every shadowy movement.

The library crams Atmospheres, Drones, Textures, FX, Glitches Impacts, Shocks, Synths, Whooshes and Risers into an intuitive interface that gives you control over every layer of fear.

Whether you're scoring a psychological thriller, a gripping crime drama, or a chilling sci-fi moment, ***Hellfire*** gives you the sonic tools to control the listener's heartbeat at every moment.

FEATURES:

- OVER 1.75 and 385 24bit 48 KHZ SAMPLES in WAV format
- 18 KONTAKT INSTRUMENTS WITH CUSTOM GUI
- 6 Filter types, 2 LFOs, Sample Start Point, Pan and Tune Functions.
- FULLY EQUIPPED FX RACK including Convolution Reverb, Delay, Chorus Flanger, Phaser, Compression, Distortion, EQ and Filter effects.

QUICK INSTALLATION

NB. HELLFIRE requires the FULL version of Kontakt 7.10 or higher – it will not work with the free Kontakt Player!

- Select a destination on your hard drive for the “Hellfire Library” folder and copy the complete HELLFIRE folder to your hard drive.
- In Kontakt go to the File tab and search for the HELLFIRE folder that you copied to your computer earlier.
- Browse to the “Hellfire Library” folder and load your preferred patches.

You can also use the “Quick Load: function to load the library. Please read the Kontakt reference manual for more details.

Instructions should the Kontakt Instruments not load the samples (‘missing samples’ error message):

Select 'batch re-save' from the file menu in Kontakt. Click 'Yes' then locate the HELLFIRE instruments folder on your hard drive and click 'choose'.

Kontakt will then search for the missing samples and re-save the instruments with these samples. If it cannot find all samples then an error message will appear asking you to locate the samples folder.

Click 'browse for folder' then navigate to the HELLFIRE Samples folder and click 'Choose' and Kontakt will re-save the instruments with these samples.

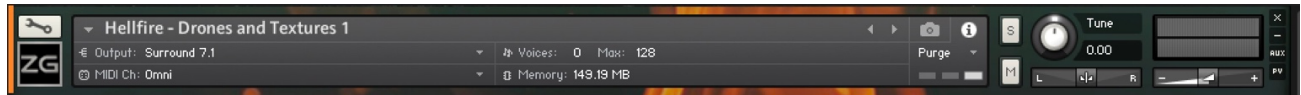
The HELLFIRE Kontakt instruments should then open in Kontakt.

HELLFIRE has an elegant and easy to use Kontakt interface that will help you create entirely new sounds from the existing samples. Not only are there 6 individual filters, ADSR and LFO there is also easy access to a whole array of effects, including delay, reverb and modulation that will help you sculpt and shape your sounds to perfection.



THE HELLFIRE INTERFACE

To minimise the GUI if you want to concentrate on other presets simply click on the ZG icon on the left below the spanner icon. Clicking it again will maximise the GUI.



This part of the GUI allows you to also choose the following:

Output: Choose the audio out channel of the preset

Voices: How many notes Polyphony you would like for that preset, useful for changing monophonic sounds to Polyphonic. It is also great for lowering the amount of CPU a preset uses by restricting the amount of notes it can play.

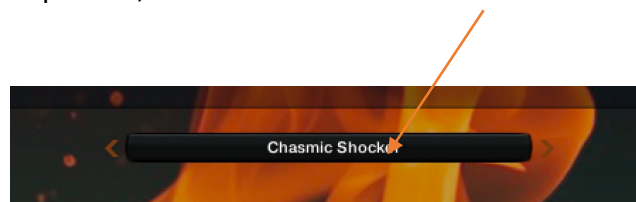
Midi Ch: Which midi channel you want the preset to respond to, Omni setting is used when making a huge sound from lots of presets as Omni mode will set the preset to receive from any of the 16 midi channels.

Memory: Shows you how much memory (RAM) a preset is using, the 3 rectangles to the left of this show you how much of the preset is to be loaded.

There are also **Tune**, **Balance** and **Volume** adjustments. As with all adjustment, to fine tune them just hold the 'Shift' key on the qwerty keyboard when moving the adjustment control with the mouse.

DROP DOWN MENU

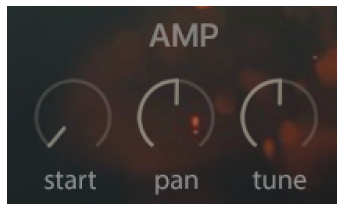
Hellfire comes with 18 Kontakt Instruments. Each instrument has around 20 presets contained within. To load any of the presets, click on the menu item in the center of the screen.



You will then be able to access a drop-down menu with all that instrument's presets for selection.

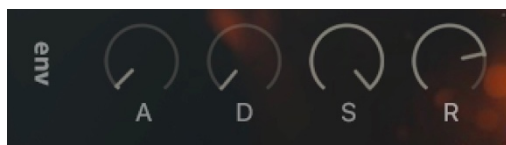
THE AMP SECTION

START PAN and TUNE



The Start button changes the start point of that particular preset sample. The Start point button control allows you access to a huge palette of different sounds using the same preset simply by changing the start point of the sample. The Pan and Tune buttons do exactly what you would expect.

ENVELOPE



This is the Amplitude Envelope Generator that controls the volume of the instrument.

A: Attack is the initial bite of a sound; it can be instant for example bass or a slow increase for say strings

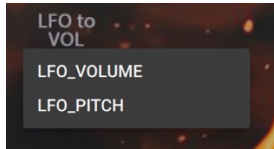
D: Decay controls how slow the sound fades to the volume set by the Sustain control.

S: Sustain sets the volume that the synth will stay at until the note is released.

R: Release decides how long the note plays on when you release the note.

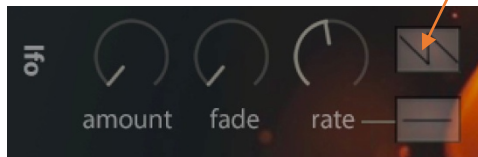
AMP LFO

The Amp LFO can be assigned to either Volume or Pitch using the pop-up to the right of the Tune Knob.



The Amp LFO has 5 Waveforms: Sine, Triangle, Rectangle Ramp Up, Ramp Down and Random. You select these by click on the waveform icon to the right of the Rate knob.

Looking at the LFO controls:

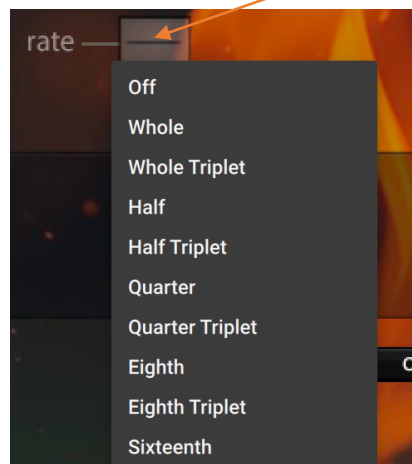


Amount: This assigns how much Volume or Pitch is assigned to the LFO.

Fade: Fade gradually fades in the LFO.

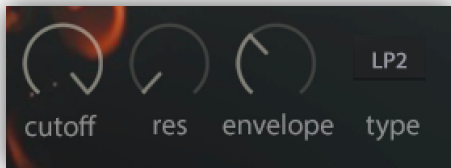
Rate: This is the speed of the LFO, how fast it modulates.

The LFO rate can be synced to the project tempo by clicking on the Rate button and choosing the desired note interval.



THE FILTER SECTION

You select from one of the 6 filters by clicking in the Type Box and choosing a filter from either: Lowpass 2 (LP2), Lowpass 4 (LP4),



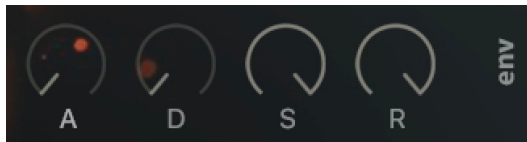
Highpass 2(HP2), Bandpass 2 (BP2),
Daft or Pro 52

All the filters are analogue modelled and surprisingly good for digitally modelled filters.

Cutoff: Controls how much the Filter is initially opened or closed. If you right click on the Filter knob you can assign a controller like say the Modulation Wheel to it. This gives a huge controllability to the sound.

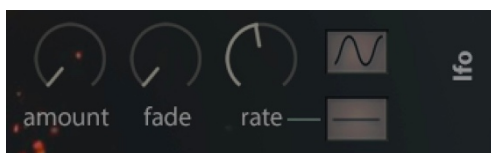
Res: This controls the Resonance peak of a filter, the higher the setting the more it will be affected when the filter is swept.

Envelope: This knob controls how much the Filter is controlled by the ADSR section.



The ADSR knobs have the same function as the Amp Envelope part of Hellfire except that these ones control the Filter.

FREQUENCY LFO

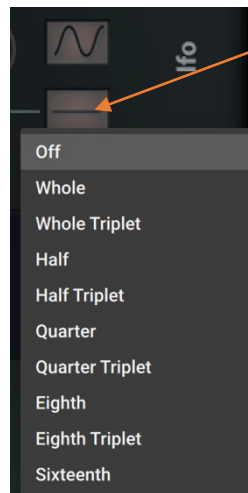


Amount: This assigns how much Volume or Pitch is assigned to the LFO.

Fade: Fade gradually fades in the LFO.

Rate: This is the speed of the LFO, how fast it modulates.

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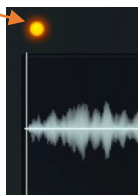


WAVEFORM DISPLAY



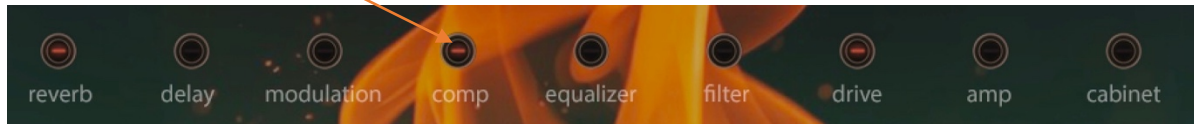
The Waveform Display shows the currently playing or last played sample waveform. You can change the Start Point of the sample by clicking on the Start 'flag' and moving it to any part of the waveform.

For a random sample start point you can click on the small button above the start of the waveform:



FX SECTION

There is a fully equipped FX Rack with Reverb, Delay, Chorus, Flanger, Compression, EQ, Filter, Overdrives and Amp Simulation. You can switch these FX off individually by clicking on the buttons below:



The FX Rack is fully automatable and has all the controls you need to completely reshape (or abuse) the samples in any way you think fit.



ENJOY!

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