

USER MANUAL

**KEEPFOREST EVOLUTION: DEVASTATOR**  
DEATHMATCH & ACTION TWISTED INDUSTRIAL TOOLKIT



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## 1. OVERVIEW

**Evolution : Devastator** is the next step in the Keepforest Evolution Signature Series, which has established itself in the world of professional composers and sound designers. More than a year of work, Devastator is the product of a meticulous design concept and contains a careful selection of unique samples. The all-new Devastator incorporates everything you need for full-fledged and high-quality hybrid, dark trailer sound designs.

**Evolution: Devastator Deathmatch** is a premium collection of hand-crafted custom signature sound effects, trailer braams, brasses, signals, distorted basses, playable pads & atmos, cinematic loops and artist stems. The library has a dark and gritty character that can be heard in a lot of trending movies and TV series. The Evolution: Devastator series will definitely be an irreplaceable part for movie and game sound designs, as well as for composing trailers and soundtracks.

**Devastator Action Twisted Industrial Toolkit** is an essential library of hybrid and modern sound effects, cinematic hits, punchy percussions, playable instruments of synths, pulses, tonal FXs.

### 1.1 SPECIFICATIONS AND SYSTEM REQUIREMENTS

- Kontakt 6.0.x or newer required. NOT COMPATIBLE WITH FREE KONTAKT PLAYER
- 48 kHz (96KHZ) / 24bit
- 6 GB compressed samples (**Devastator Deathmatch**)
- 12 GB compressed samples (**Devastator Action Twisted Industrial Toolkit**)

## 1.2 INSTRUMENT PATCHES & CONTENT

**Devastator Deathmatch** contains:

Kontakt patches:

1. Trailer Low Brass & Megahorns
2. Braams & Pads
3. Signature Bass & Signal
4. Signature Synth & Scream
5. Signature Delayed
6. Devastator Distortions
7. Distorted Bass & Noises
8. Downer
9. Noises & Ambience
- 10.Noise FX
- 11.Reserved & Suckbacks
- 12.Tik Tok Shots 1
- 13.Tik Tok Shots 2
- 14.Gritty Hits
- 15.Far Hits
- 16.Trailer Hits
- 17.Trailer Drums & Perc Loops
- 18.Plucks

Wav folder:

**One-shots:**

01. Trailer Brass
02. Trailer Hits
03. Liquid Hits
04. Far Hits
05. Signatures
06. Noises & Ambiences
07. Distorted Bass & Noises
08. Devastator Distortions
09. Downers
11. Pads & Atmos
12. Reversed & Suckbacks

**Trailer Loops:**

- 01.Trailer Hit Loops
- 02.Trailer Drum Loops
- 03.Trailer Fills
- 04.Tonal Loops
- 05.Tik Toks
- 06.Dirty & Clean Hats

**Stems:**

- 01.Trailer Stems

**Devastator Action Twisted Industrial Toolkit** contains:

Kontakt patches:

01. Trailer Hits
02. Percussion
03. Trailer FX
04. Tonal FX
05. Synths
06. Trailer Pulses

Wav folder:

- 01.Trailer Hits
- 02.Percussion
- 03.Trailer FX
- 04.Tonal FX
- 05.Synths
- 06.Trailer Pulses

Since Kontakt 6.2, there will available the drag n drop sample features. Some patches of the Devastator series will be available for adding User's sound samples.

## 2. INTERFACE OF DEVASTATOR

### 2.1 MAIN INTERFACE

The main menu of Devastator is very simple. In the center, there is a drop-down menu for choosing the sound samples with its waveform.



On the right side is the ADSR envelope for controlling the sound.

**Attack** - How quickly the sound reaches full volume after the sound is activated (the key is pressed).

**Hold** – The sound to be held at the sustain level for a length of time before decaying.

**Decay** - How quickly the sound drops to the sustain level after the initial peak.

**Sustain** - The “constant” volume that the sound takes after decay until the note is released. Note that this parameter specifies a volume level rather than a time period.

**Release** - How quickly the sound fades when a note ends (the key is released).

On the left side is the master convolution reverb with IR profiles.



**On/Off** – enables or disables the reverb

**Pre Delay** – controls the delay time between input and processed signals

**Early IR Size** – controls the size of the early impulse response

**Early Low Pass** – cuts high frequencies of the early impulse response

**Early High Pass** – cuts low frequencies of the early impulse response

**Late IR Size** - controls the size of the late impulse response

**Late Low Pass** - cuts high frequencies of the late impulse response

**Late High Pass** - cuts low frequencies of the late impulse response

**Dry** – controls the volume of the dry signal

**Wet** – controls the volume of the processed signal

On the lower corners are the Global Filter with different modes and the Velocity Sensitivity. You can change between Polyphonic, Mono and Glide mode.



## 2.2 MASTER EFFECT CHAIN

You can go to the master effect chain by clicking to the Effects button on the lower left corner.



In this menu, there are 7 slots for loading the effects for sound processing from EQ, comp, limiter to distortion, saturation, modulation effects, delay, reverb and more.



Each effect has a set of controls for tweaking. You can save the settings as presets, bypass or reset the effects.

### 2.3 RHYTHM (SEQUENCER)

The Rhythm is the main feature of Devastator. You can create cinematic pulses, trailer drum loops, exciting riffs in this section.





You can save, load reset and crop the sequence and extract the midi file from the sequencer for using with other libraries. Also, there are five play modes to select:

- Play All** – Classic mode
- Arp Asc** – Ascending arpeggiation
- Arp Dec** – Descending arpeggiation
- Arp Ord** – Arpeggiation in order
- Advanced** – In this mode you can assign a step to another round robin sample to make the sequence more realistic and groovy. Excellent for making percussion and drum loops.



There are four main tables in the sequencer:

**Step Seq:** A step sequencer for creating rhythms. Very powerful in combination with the Filter. The velocity is controlled by raising or lowering the bar.



**Pan:** For controlling the panorama of the sound.



**Filter:** Controls the filter of the sounds and makes the sounds more lively and cinematic by raising or lowering the bar.



**Pitch:** Changes the pitches of the sample by raising and lowering the bar. Perfect for creating rocking riffs.



You can set the sequence steps into smaller divisions for creating groovy rolls, glitches by pressing the + or – inside a step bar.

### Rhythm controls:



**Randomize** sets the sequencer randomly for interesting ideas. It is possible to randomize the modes differently.

You can also copy and paste the table to other table

Sequencer settings:

**Steps** – sets the sequencer's steps up to 16

**Freq** – sets the tempo division of the sequencer.

**Tempo** – sets tempo of the sequencer

**Vel. Sens** – sets the velocity sensitivity of the sequencer

### 3.CREDITS

**Concept & Design:** Keepforest LLC – Arseni Khodzin, Colin Root

**Content Creation, Recording, Mixing & Mastering:** Arseni Khodzin, Max Sparkevich, Andrey Spiridovich, Peter Nesterouk, Eugeny Trigubovich, Bach Phan, Anton Nikiforov

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**GUI design & Artworks:** Arseni Khodzin

**Recording location:** Keepforest Studio, Minsk, Republic of Belarus

## KEEPFOREST THANKS

Thank you so much for purchasing and supporting our products. We are dedicated to making the most enriching experiences for composers and sound designers and hope you have as much fun using it as we did while creating this product. We value your trust in our company, and we will keep doing our best to meet your service expectations.

If you have any questions concerning our products, please feel free to send them to [support@keep-forest.com](mailto:support@keep-forest.com). Again, thank you for your purchase.

With much love,

Arseni Khodzin  
CEO of Keepforest LLC