SAMPLE LOGIC

TRAILER
XPRESSIONS II
MANUAL

THE boom EXPERIENCE

Welcome to TRAILER XPRESSIONS II: The Boom Experience presented by Sample Logic™

Thank you for purchasing **TRAILER XPRESSIONS II: The Boom Experience** powered by KONTAKT. This manual has been designed to guide you through the features available in TRAILER XPRESSIONS II.

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For Installation Instructions, please see the "Quickstart Installation.pdf"

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INTRODUCTION

What is TRAILER XPRESSIONS II: The BOOM Experience?

IT'S TIME TO REDEFINE CINEMATIC MUSIC
TRAILER XPRESSIONS II: The BOOM Experience pushes scoring and sound design to powerful new places by teaming up with the world leading SFX designer "BOOM Library" to fuel the content for this library. Presented as a follow up to the wildly successful TRAILER XPRESSIONS library, the TXII collection takes things in a whole new direction. This award-winning BOOM Library sound design development team has created samples for thousands of hard-hitting trailers, bone-crunching blockbusters and scintillating scores over many years and now they are lending their talents and remarkable collection of sounds to the Sample Logic team for an exclusive collaboration.

CURATED SAMPLES FROM THE BOOM LIBRARY VAULT
After months of meticulous research and auditioning all of the fantastic sounds available in BOOM's archives, Sample Logic has handpicked a selection of the most incredible trailer sounds ever designed. These are not just any old SFX samples, but a curated collection of "gold standard" sounds especially chosen to be versatile, flexible and work perfectly with one another.

OVER 1,700 BREATHTAKING SOUNDS
Recorded and delivered at the superior fidelity of 96khz, 24-bit quality, TRAILER XPRESSIONS II contains over 1,775 sampled sounds that have been intuitively programmed into 47 instruments and organized into ready-made construction kits. That means it takes just seconds, not hours, to find the perfect sound for any trailer or hybrid track. With samples derived from instruments, field recordings, vehicles and many other sources - all processed with BOOM's usual flair for sonic perfection, this product squarely defines the Sample Logic mission to "blur the line between music and sound design".

Selected for TXII are only the most detailed atmospheres and drones for suspenseful scoring and risers and stingers that will have listeners on the edge of their seat. The brams will blow woofers to pieces, and the spine-tingling scrapes will terrify any moviegoer. With powerful whooshes, reverses and hits, this toolkit is the premier virtual instrument for gut-wrenching action impacts and badass trailer slams!

50% BOOM LIBRARY SAMPLES + 50% SAMPLE LOGIC VIRTUAL INSTRUMENT = 100% PERFECTION
Most trailer sound products and albums require that each sound is licensed on a per use basis and often are only available as raw audio files, leaving end users on their own to crop and manipulate the sounds before they can even be used. With TRAILER XPRESSIONS II, the goal was to simplify the creative process by delivering the best of both worlds, a sound library of license-free insanely expressive audio files produced by BOOM Library and a dynamic virtual instrument developed by Sample Logic. Ownership of TXII grants a lifetime license for the use of all of its contents. No future licensing or royalty fees are required. In this way, TXII delivers a world-class product that provides amazing trailer sounds with the flexibility and creative ease to suit anyone's workflow. In addition to the construction kit virtual instruments (with a UI designed for morphing and sculpting), TXII provides direct access to the raw audio files that drive the instruments. These audio files are delivered in .wav format and can be directly imported into any DAW. Each audio file name is indicated right inside the virtual instrument interface, so as they are played, an info text is displayed in the GUI to indicate the sound file folder location.

TXII contains sounds from the following commercial BOOM Library products:

- CINEMATIC HITS
- CINEMATIC METAL
- CINEMATIC TRAILERS DESIGNED
- DESTRUCTION DESIGNED
- HORROR DESIGNED

In addition to these sounds, over 500 never-before-heard sounds have been selected explicitly from BOOM's private vault of unpublished sounds.

THE TXII INTERFACE: POTENT & STRESS-FREE CONTROLS

Developed for the industry-standard Native Instruments Kontakt sampler, TRAILER XPRESSIONS II has been intuitively scripted. Through in-depth research and extended focus groups with leading trailer and film composers, Sample Logic was able to decode, define, and implement the core set of interface controls that musicians want, use and require. This includes:

- Master hi-cut and lo-cut filters to easily shape the overall mix
- Waveform view that displays the sample being performed
- Adjustable sample start slider to change the start point of sample playback
- Attack and release knobs to adjust the gain envelope over time
- Pitch slider that can transpose up/down 1 octave
- Delay module with presets
- Convolution section with over 25 different convolution reverbs

New for TXII, is Global and Independent Modes for controlling how the user interface parameter controls are applied to each key/note pressed. This allows each sample to posses it's own independent parameters and controls (all user customizable), or all samples to be affected at once and the same. Along with all of these indispensable effects and parameters, Sample Logic specifically designed customized mastering effects for the TRAILER XPRESSIONS series called "Energizer" and "Polisher" – multiprocessor effects for dynamic and dramatic sound shaping. The Energizer brings an edge to the sounds, while Polisher adds a final enhanced sparkle. All of these global controls can quickly be assigned to an external MIDI controller and are an integral part of the UI.

Of course one of this would be complete without an easy way to access favorite sounds. While playing a key, pressing the heart button will earmark favorites within each construction kit. Doing so will make each sample's key on the keymap light up red. The instrument will recall the sounds every time a new instance is loaded.

TRAILER XPRESSIONS II AT A GLANCE

• Contains 47 Kontakt cinematic construction kit Instruments
• 1,775 audio files in .wav format at 96kHz/24 bit
• 9GB sample library
• MIDI controllable user interface to morph, tweak, and favorite sounds
• Lifetime user license to use the sounds on any production

INSTRUMENTS

Bonus
• Electricals.nki
• Explosions - Weapons.nki
• Foley.nki
• Impacts.nki
• Promo Pads 1.nki
• Promo Pads 2.nki
• Rise Stinger Drones.nki
• Voices.nki
• Whoosh Hits.nki
• Whooshes Wipes Swipes Flutters.nki

Cinematic Darkness
• Bass Drops.nki
• Blasts.nki
• Drones.nki
• Hits 1.nki
• Hits 2.nki
• Impacts.nki
• Noises.nki
• Rises.nki
• Screams.nki
• Smashed.nki
• Tensions.nki
• Transitions.nki
• Whooshes.nki

Cinematic Hits
• Booms.nki
• Hit 1.nki
• Hit 2.nki

Cinematic Metal
• Impacts 1.nki
• Impacts 2.nki
• Impacts 3.nki
• Impacts 4.nki
• Scratches.nki

Cinematic Trailers Designed
• Hits.nki
• Rises.nki
• Stingers.nki
• Whoosh Hits.nki
• Whooshes.nki

Destruction Designed
• Destruction.nki

Horror Designed
• Booms.nki
• Drones.nki
• Extremes.nki
• Hits 1.nki
• Hits 2.nki
• Reversed.nki
• Shockers.nki
• Stingers.nki
• Subtle Highlights.nki
• Whooshes.nki

TECHNICAL SPECIFICATIONS

TRAILER XPRESSIONS II includes 47 multi sample instruments, 1,775 samples, resulting in a 9GB sample library. All samples are delivered at 96kHz/24-bit.

SYSTEM REQUIREMENTS
- Requires the full retail version of Kontakt, version 5.7 or higher *(Will not work in the free Kontakt Player)*
- Mac OS X 10.10 or greater, Intel Core 2 Duo, 4 GB RAM (6GB recommended)
- Windows 7, 8, 10, Intel Core 2 Duo or AMD AthlonTM 64 X2, 4 GB RAM (6GB recommended)
- 9GB free disk space for TRAILER XPRESSIONS II library and sample content
- Only available as a download

COMPATIBILITY *(Mac 64-bit only; Windows 32/64-bit)*
- Stand-alone
- VST
- Audio Units
- AAX

Kontakt is continuously being updated. For the latest system compatibilities visit the Native Instruments website.
https://www.native-instruments.com/en/products/komplete/samplers/kontakt-5/

TRAILER XPRESSIONS II IN DEPTH

TRAILER XPRESSIONS II is a powerful tool for trailer music creation, expressed via an easy to use interface for full retail version of Kontakt and as a correlated sound file library. Find and locate any sound quickly on the keymap by loading any one of the .NKI instruments. From there, earmark favorites and start creating with Kontakt, or simply find the sample audio file in the samples folder and drop it into a DAW.

With TRAILER XPRESSIONS II you may access sounds two different ways – via *Kontakt instruments (.nki) or audio files (.wav)*.

KONTAKT INSTRUMENT – There are 47 Kontakt formatted instruments in TRAILER XPRESSIONS II, each labeled and categorized by content type. Load these into Kontakt and use the keymap to playback each sample.
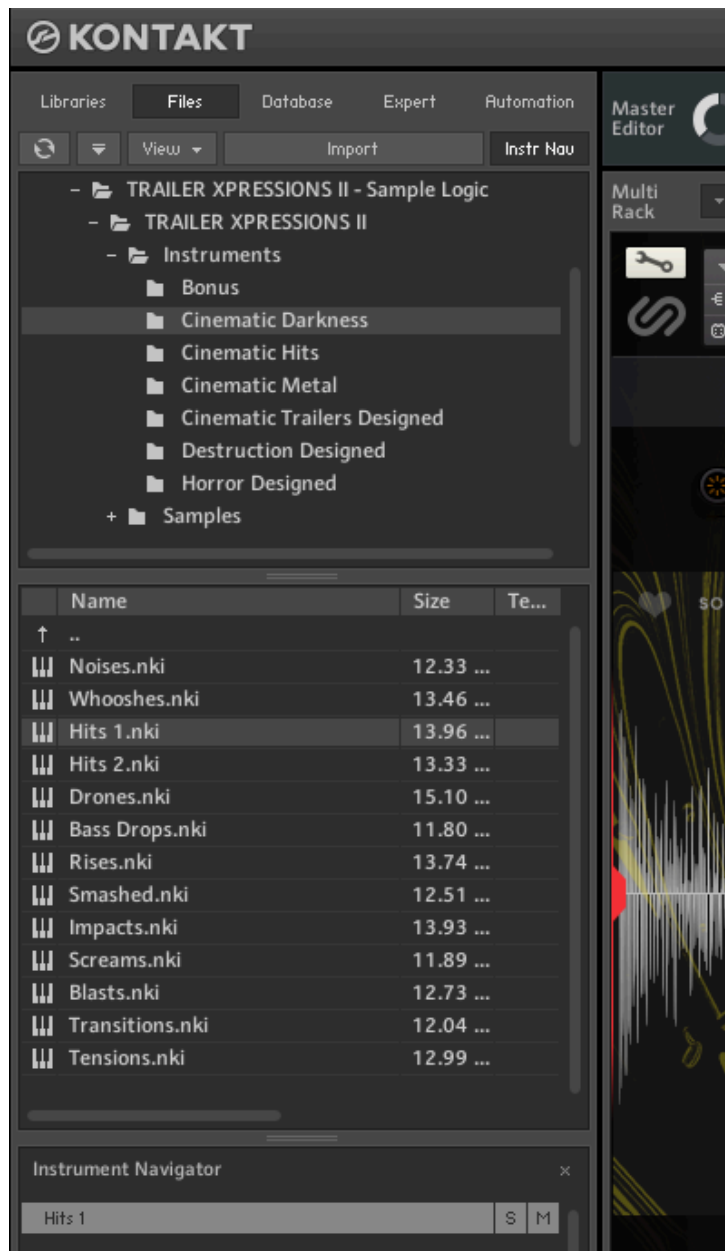
AUDIO FILE – TRAILER XPRESSIONS II includes access 1,775audio file samples in .wav format. These are the exact samples that have been programmed into each Kontakt instrument. Import them directly into a digital audio workstation or sample player. Each sample is conveniently organized by content type and can also be identified by playing notes on the Kontakt instrument keymap. The name of the sample will appear when triggered in the interface.
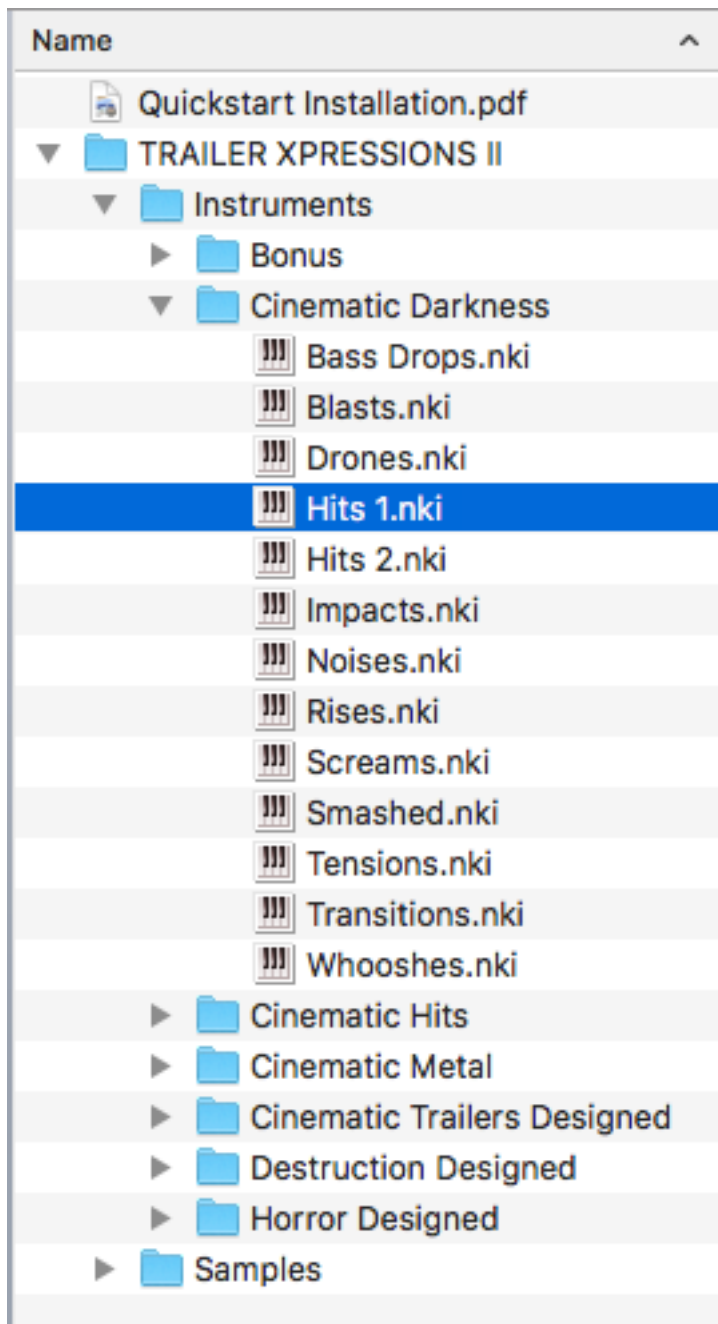
How TRAILER XPRESSIONS II is organized:

TRAILER XPRESSIONS II is organized into two classifications, *Instruments* and *Samples*, and utilizes a simple and intelligent content organization system to expedite content navigation. With the inclusion of over 1,775 samples, we have intuitively organized each instrument into the specific albums and categories as associated with Boom Library's original products that are accessed through the Kontakt file browser or your computer file finder/explore window. Categories are based on their general characteristics, effect and styles that the content evokes, but by no means limited by their title or category. Our system is designed to better help you with organization and finding the sound you are looking for. Please keep in mind that content is named based on what the sound designers felt appropriate.

Loading Instruments
To load an instrument, navigate to the TRAILER XPRESSIONS II folder, choose a folder and double-click on a .nki instrument from Kontakt's file browser or your computer's root directory folder window, as seen below:

View of the .nki instruments from the Kontakt file browser
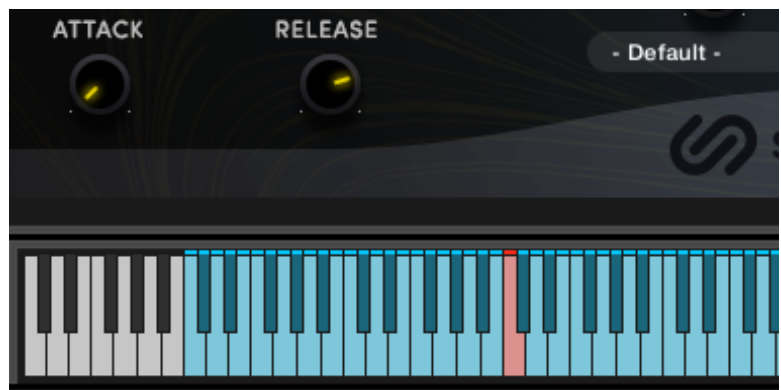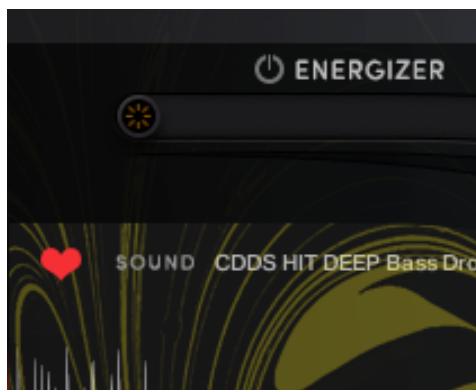
View of the .nki instruments from the root directory folder on a computer

Once loaded, simply use the Kontakt virtual keyboard map as a guide and press/play any key within the blue guide on the map to hear a sample. Samples are programmed chromatically on the keymap, as indicated by the blue light guide. Notice as you press a key that a waveform will appear along with a playhead and the name of the sample audio file. Use this file name to identify and locate the audio file in the TRAILER XPRESSIONS II sample folder for importing into a DAW.
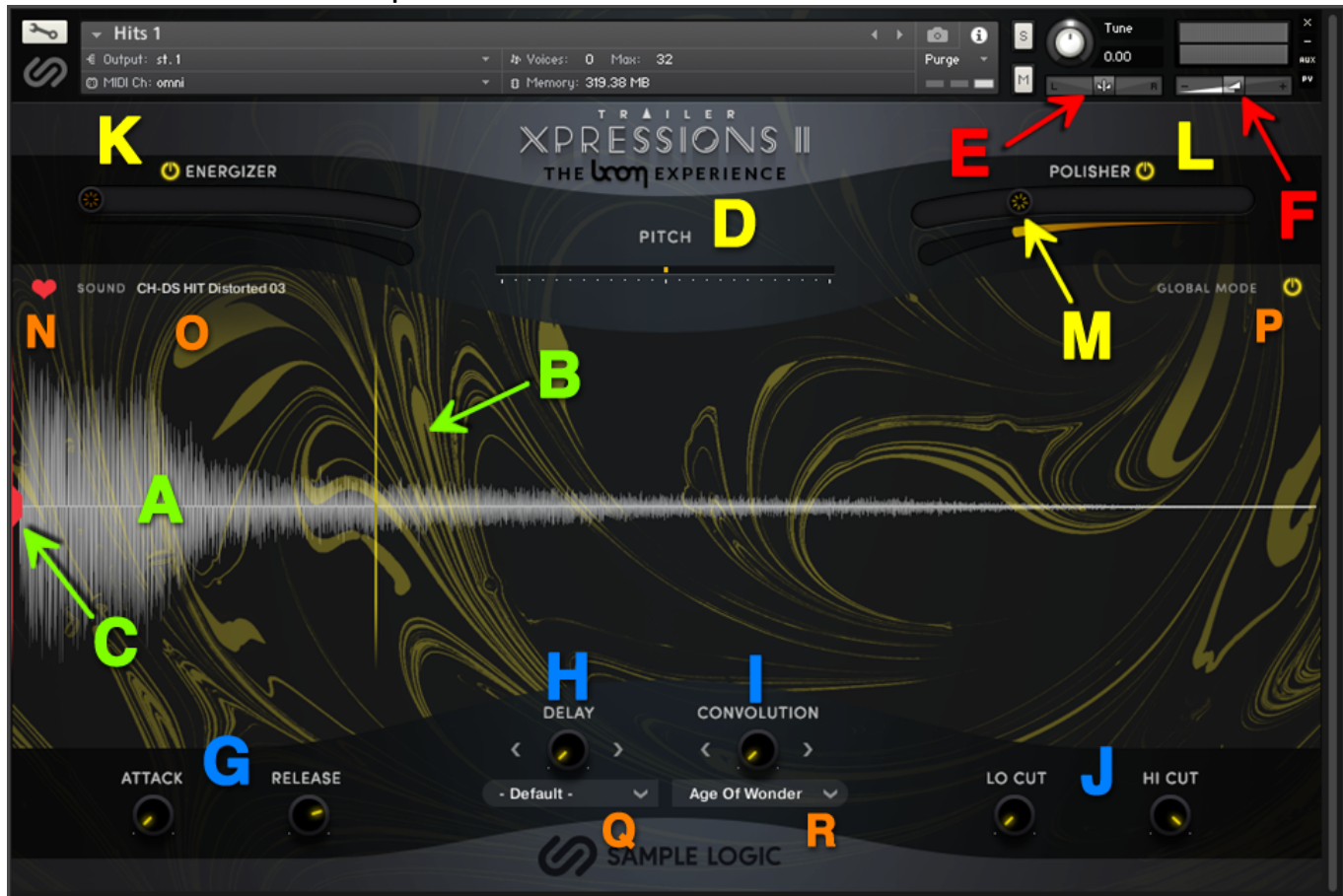
To make things even easier we have instituted a favorites feature within the user interface so you may quickly find and remember your favorite samples. Simply click the Favorites icon (heart) next to the waveform view as you audition each sample within an instrument. This will allow you to quickly identify your favorite samples or those that fit your current production's needs each and every time you load the instrument. Samples marked as favorites will appear with a red heart next to the sound readout above the waveform view and as a red key on the keymap (see below):

USER INTERFACE & CONTROLS

Each instrument consists of a single main view with multiple global effects knobs and sliders:

General Feature Overview & Descriptions

A – Waveform View – Overview of the sample waveform. Appears when sample is triggered.

B – Playback Head – Follows playback of the sample waveform, indicating the current location of playback.

C – Sample Start – Determines where playback begins when the sample is triggered. Can be moved by clicking and dragging the red handle with your mouse pointer. (See image on pg. 11)

D – Pitch Slider – Adjusts the pitch of the instrument in semitones. Click and drag the red indicator to transpose.

E – Pan – Controls the overall playback position of the instrument in the stereo (L/R) field in Kontakt.

F – Volume – Controls the overall playback volume of the instrument in Kontakt.

G – Volume Envelope – Applies an attack/release envelope to the start/end of sample playback (fade in/fade out).

H – Delay Amount – Controls how much stereo delay is applied to the instrument.

I – Convolution Amount – Controls how much convolution is applied to the instrument, creating a blend between the original sample and a preset impulse response.

J – Filters – Each knob controls an individual Lo Cut (hi pass) filter and Hi Cut (lo pass) filter.

K – Energizer – A powerful combination of compression, saturation, and distortion for mastering. Use On/OFF to activate.

L – Polisher – A all in one mastering effect that combines EQ, saturation, transient enhancement and stereo imaging.

M – Amount Slider – Click and drag the slider to adjust amount of effect applied.

N – Favorite Icon – Click the heart to mark a sample as a favorite.

O – Sound File Name – Indicates the audio file name of the sample being played back.

P – Global Mode –Global mode applies all instrument parameters/knobs to all keys/notes. Use On/OFF to activate. By default, Global Mode is off, so each key/note parameters are independent. Press a note, move knobs to auto store settings.

Q – Delay Preset Menu – Click the dropdown to access delay presets.

R – Convolution Preset Menu – Click the dropdown to access convolution presets.

Sample Start Example

In the image above the Sample Start has been adjusted to a later position waveform view along with the application of an attack time increase. The attack time will prevent an unwanted pop at the start of playback. *Note: these are global effects that will affect all samples within the instrument.*

TIPS & TRICKS

- Since TRAILER XPRESSIONS II has been designed for the full retail version of Kontakt. You have the ability to customize some of the internal sample programming and effects such as transposing the root key, layering, alter loop lengths & points, and apply additional effects to each instrument.
- Copy samples maps or load the audio files into your own custom Kontakt instruments or sampler. Customized instruments should be saved with a new unique name so the originals are preserved.
- Each sample in a Kontakt instrument can be used as a pure audio file in a DAW. Locate the sample by using the name displayed in the Kontakt instrument waveform view and searching the samples folder. You can then import into them your DAW and edit freely with your DAW's audio tools.
- Right-click on the pitch slider and assign a MIDI controller knob such as the mod wheel to control pitch in real time.
- Move the start of samples and use the attack envelope to create unique and original sounds and playback effects.

TROUBLESHOOTING

If something doesn't seem to work correctly, there must be a logical reason for it. Native Instruments software is tested on a variety of computers and configurations to ensure proper function. Having said that, there are an infinite number of possible computer setups and within them any number of compatibility issues, software conflicts, hardware problems, and so on.

Performance issues - If your CPU becomes bogged down during playback causing audio popping, glitches, or dropouts, try the following suggestions:

- If the Kontakt engine breaks, press the panic button to in the upper right corner of Kontakt next to the NI logo. It is identified by an exclamation point "!".
- If using Kontakt in standalone mode, the audio latency should be set as low as your computer can handle without causing errors.
- Set the Kontakt *CPU overload protection* to "relaxed" or "medium" etc., and/or set the appropriate multiprocessor settings from the *Engine* settings tab under Kontakt's *Options* menu.
- Adjust the latency slider under *Audio* settings tab from Kontakt's *Options* menu.
- If you have more than 2GB of RAM, experiment with the *KMS – Kontakt Memory Server* settings from the *Memory* tab under Kontakt's *Options* menu.

Product won't load in the Kontakt Library Browser – TRAILER XPRESSIONS II instruments only work in the full version of Kontakt (sold separately) and will only load from the root folder directory on your computer or using Kontakt's file browser.

For unresolved issues, including authorization and installation troubleshooting, send us an e-mail at:
support@samplelogic.com

Credits

Sample Logic, LLC
Joe Trupiano & Keith Robinson
Klaus Baetz
Ingo Holmes
BOOM Library

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