USER MANUAL

KEEPFOREST EVOLUTION: DEVASTATOR BREAKOUT PRO

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- MASTER EFFECT CHAIN

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OVERVIEW

The latest installment of the groundbreaking *Keepforest Evolution series* returns with an astounding new library: **Evolution: Devastator Breakout**.

Back with a fresh perspective, this time focusing on deeply textured and visceral bass sounds, hellish braams and intimidating, distorted leads. Looking deep into the modern and often violent sound design of current video games and movies to create sonics that tear through your mix and demand your audiences' attention.

Amongst Evolution**: Devastator Breakout's** thousands of sounds, you will also find breathtaking percussion and drum sounds, fully playable instruments, dynamic tick-tock layers, thumping pulse sounds, staggering signature sounds, one shots, gun handlings, artist stems, cinematic loops and more.
This library is the tool you need to keep your productions ahead of the curve in contemporary film and video game composition.

What's Inside:

Evolution: Devastator Breakout Core:

- 105 patches into 15 categories
- 2300+ WAV Files
- 900+ Loops Samples

Evolution: Devastator Breakout Pro:

Includes everything the same as Devastator Breakout Core

- 105 patches into 15 categories
- 2300+ WAV Files
- 900+ Loops Samples

Unlike the Core version is includes

- Smart XY Morphing Engine for for flexible control under sound design with all samples integrated.
- 63 Kits presets each with 7 Scene Presets
- 1300+ Hand Crafted Sound Design WAV Samples

Evolution: Devastator Breakout PRO takes the already huge library and pushes it a step further. Utilizing the Smart XY morphing engine, **Keepforest** offers you the ability to craft your own custom combinations of the Breakout library.
This powerful tool allows you quickly and seamlessly create entire coherent musical sequences with the click of a button.
Breakout Pro comes packed with innovative features including: Sample Randomization, XY morphing, smart random formulas, sample arrangement timeline, re-pitching, volume automation, HP/LP filters, FX units, and many more.
The team at **Keepforest** hand crafted 63 impressive cinematic kits each with 7 presets. Included alongside this huge ensemble of kits and presets are renders of each preset, a total of 3.97gb additional .Wav files.

SPECIFICATIONS AND SYSTEM REQUIREMENTS
- Kontakt 6.6.1 or newer is required. COMPATIBLE WITH FREE KONTAKT PLAYER
- 48 kHz (96KHZ) / 24bit
- Komplete Kontrol integrated (NKS-ready)
- 14 GB uncompressed samples

INSTRUMENT PATCHES & CONTENT

Wav folder including:

Stems:

- Hybrid Pulses Stems - 44

Drum Kit:

- Modern Kit - 31

Tonal Loops:

- Bass & Braams Loops - 43
- Bender Loops - 30
- Signal & Signatures Loops - 53
- Sign Elements Loops - 33
- Alarms Loops - 43

Pulses Loops:

- Hybrid Pulse - 22
- Kick Pulses - 35
- Low Pulses - 19
- Mid Pulses - 35
- Specific Pulse - 18
- Thump Pulses - 14

Drum Loops:

- Main Hits - 49
- Kick - 30
- Snare - 31
- Hi-Hats - 28
- Percussion - 31
- Cymbals - 20
- Metals - 7
- Tick Tocks - 15
- Guns FX - 15
- Toms - 22
- FX Elements - 19

Tick Tock Loops:

- Tick Tock Full - 77
- Tick Tock Low - 22
- Tick Tock Mid - 35
- Tick Tock Element - 78

Tenet Reversrd Loops:

- Tenet Reversrd Loops - 25

Oneshots:

Hits:

- Organic Hits - 45
- Wide Hits - 18
- Tight Hits - 12
- Far Hits - 15
- Elements: 126
- Booms - 26
- Organic Massive Slams - 13
- Organic Slams - 46

Bass & Braams:

- Devastator Braams - 52
- Brass & Braams - 25
- Signature Braams - 46
- Distortions Bass - 50
- Hybrid Bass - 37

Signatures:

- Amped Signatures - 50
- Bass Signatures - 45
- Modern Signatures - 39
- Short Signatures - 15
- Signature FX - 18
- Specific Signature - 22

Benders:

- Braam Bender - 12
- Distorted Bender - 30
- Lead Bender - 30
- Short Bender - 19
- Signature Bender - 19
- Specific Bender - 16

Signals:

- Ambient Signals - 56
- Classic Signals - 57
- Resonating Signals - 30
- Signature Signals - 44
- Specific Signals - 33

Alarms:

- Alarms & Leads - 26
- Soft Alarms - 53

Resonation:

- Atmos Resonations - 116
- Classic Resonations - 34
- Hybrid Resonations - 27
- Low Resonations - 36
- Resonating Vibrations - 30
- Signatured Resonations - 34

Reversed FX & Rise:

- Reversed Bass FX - 33
- Reversed FX - 64
- Tonal Rise - 19
- Rise Layers - 39

DRUMS KIT Elements:

- Cymbals - 8
- Gun Heandlings (Kit) - 184
- Gun Heandlings - 27
- Hi-Hats - 34
- Hits - 48
- Kick - 45
- Liquid Crunch - 62
- Metals - 13
- Perc - 36
- Snare - 76
- Taikos RR - 10
- Tick Tocks - 99
- Toms - 10
- Toms RR - 6

Downers:

- Downers - 40

Room & Space Tones:

- Room & Space Tones - 67

Slow Motions & Glitches:

- Glitches & Noises - 28
- Slow Motions - 41

Playble Instruments:

01.HITS

- Organic Hits
- Wide Hits
- Tight Hits
- Far Hits
- Elements:
- Noise Tails & Verbs
- Reverb Tail
- Booms
- Organic Massive Slams
- Organic Slams

02.DRUMS

- Drum Kits.
- Gun Handlings 01
- Gun Handlings 02
- Gun Handlings 03
- Gun Handlings 04
- Liquid Crunch 01
- Liquid Crunch 02
- Kick
- Snare 01
- Snare 02
- Cymbals
- Hi-Hats
- Metals
- Percussion
- Tick Tocks 01
- Tick Tocks 02
- Toms
- RR Rubber Drums
- RR Hall Taiko

- RR Close Taikos
- RR Punches
- RR Perc
- Drums Loops 01
- Drums Loops 02
- Drums Loops 03
- Room & Space Tones 01
- Room & Space Tones 02

03.BASS & BRAAMS

- Devastator Braams
- Brass & Braams
- Signature Braams
- Distortions Bass
- Hybrid Bass

04.BENDERS

- Braam Benders
- Signature Benders
- Distorted Benders
- Lead Benders
- Short Benders
- Specific Benders.

05.SIGNATURES

- Signature FX
- Amped Signatures
- Modern Signatures
- Bass Signatures
- Short Signatures
- Specific Signatures

06.SIGNALS

- Signature Signals
- Beeps & Signals
- Classic Signals
- Resonating Signals
- Ambient Signals 01
- Ambient Signals 02
- Specific Signals

07.ALARMS

- Alarms - Soft
- Alarms - Full Spectrum
- Alarms - Soft (Tenet Pulse Mode)
- Alarms - Full Spectrum (Tenet Pulse Mode)

08.RESONANCES

- Hybrid Resonations
- Resonating Vibrations
- Low Resonations
- Signatured Resonations
- Classic Resonations
- Atmospheric Long Resonances 1
- Atmospheric Long Resonances 2
- Atmospheric Long Resonances 3

09.SLOW MOTIONS

- Slow Motions
- Glitches & Noises
- Downers

10. REVERSED FX & RISE

- Reversed Bass FX
- Reversed FX 01
- Reversed FX 02
- Tonal Rises
- Rise Layers

11. TICK TOCKS

- Tick Tock Full Pt1
- Tick Tock Full Pt2
- Tick Tock - Low
- Tick Tock - Mid
- Tick Tock Elements - Pt1
- Tick Tock Elements - Pt2
- Tick Tock Elements - Other

12. PULSES

- Hybrid Pulse
- Kick Pulses
- Low Pulses
- Mid Pulses
- Specific Pulse

- Thump Pulses

13. TONAL LOOPS

- Bass & Braams Loops
- Bender Loop
- Signal & Signatures Loops
- Sign Elements
- Alarms Loops

14. PLAYBLES

- Distortion Bass
- Bass FX
- FX Leads
- Bend Leads
- Classic Leads
- Cinematic Synth Plucks
- Guitar Plucks
  Hybrid Plucks

Devastator Breakout Pro (Wav)

Trailer Hits:

- Classic Organic Hits
- Classic Sub Tail
- Hit Elements
- Hybrid Sub Tail
- Impact Hits
- Organic Taicos
- Slow Motion Hits
- Trailer Hits Loops
- Trailer Wide Hits

Badass Intros:

- Badass Bass Intros 1
- Badass Bass Intros 2
- Badass Bass Intros 3
- Badass Benders Intros 1
- Badass Benders Intros 2
- Badass Benders Intros 3
- Braams & Brass Intros
- Complex Badass Intros 1
- Complex Badass Intros 2

- Complex Badass Intros 3
- Signatures & Signal Intros

Bass & Braams:

- Bass & Braams Loop
- Cinematic Braams
- Devastator Braams
- Glitch Impacts
- Hybrid Bass
- Signature Braams

Benders:

- Cinematic Benders
- Distorted Benders
- Lead Bender
- Short Bender
- Signature Bender
- Specific Bender

Downers:

- Classic Downers
- Deep Downers
- Hybrid Downers

Signatures:

- Angry Sugnatures
- Bass Signature
- Short Signature
- Signature FX
- Specific Signatures

Signals:

- Ambient Signals
- Classic Signals
- Resonating Signals
- Signal Intro One Short
- Signature Signals
- Specific Signals

Resonations:

- Cinematic Resonations
- Classic Resonations
- Hybrid Resonations
- Low Resonations
- Resonation World

Alarms:

- Cinematic Alarms
- Distorted Alarms
- Signature Alarms
- Specific Alarms

Sequences:

- Alarms & Res Loops
- Hybrid Motions
- Main Hits loops

Reversed & Rise:

- Reversed Bass Loops
- Reversed Lead Loops
- Reversed Motions 1
- Reversed Motions 2
- Reversed Tonal
- Stutter Risers

Cinematic Tension:

- Cinematic Complex One Shot
- Cinematic Opener Dark
- Cinematic Pad Modulation
- Cinematic Tension Intro
- Cinematic Tension Opener
- Stutter Risers

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

INTERFACE OF DEVASTATOR

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 length of time the sound remains at full volume before entering the decay phase.

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

Sustain - The "constant" volume that the sound remains at 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.
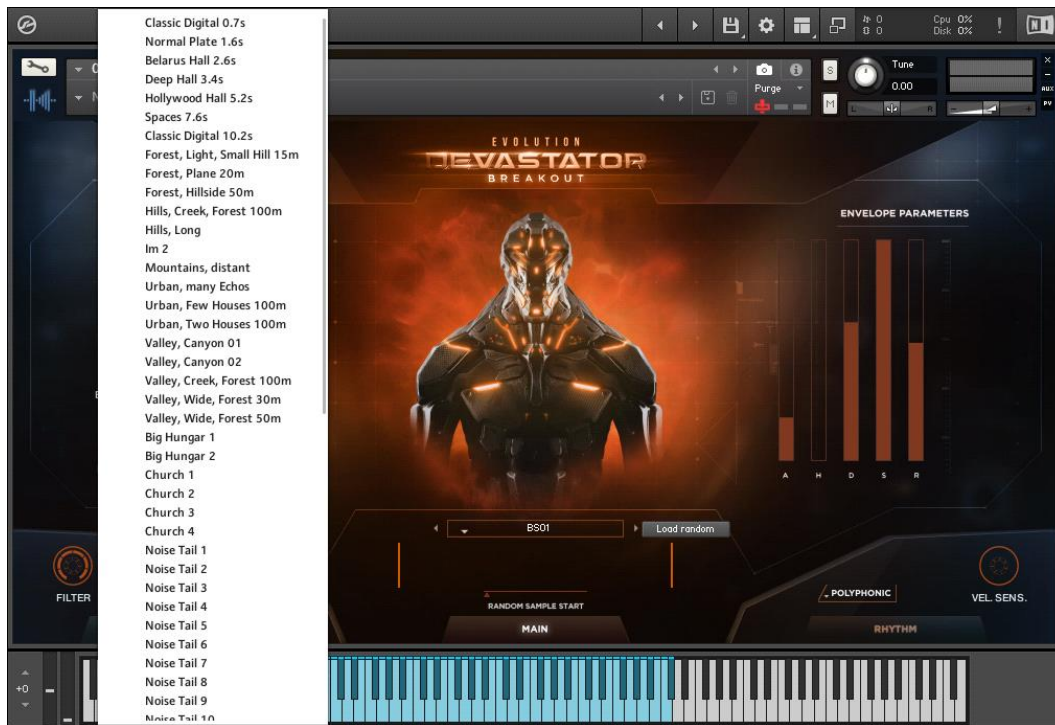
On/Off – enables or disables the reverb

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. By pressing Stretch Mode you apply a chosen sample to the keys, pitching it according to the note of key you pressed. Also right below the wave of the sample you can find our new feature which is called RANDOM SAMPLE START, move it to randomly change the start of a sample on each tap. Moving the slider to the right will increase the range of random position.

DRUM MACHINE

Another new feature allows you to play our drum kits much easier.
Main window at the center contains twelve active pads for playing,
browser of presets at the center top, and settings at the center
bottom.
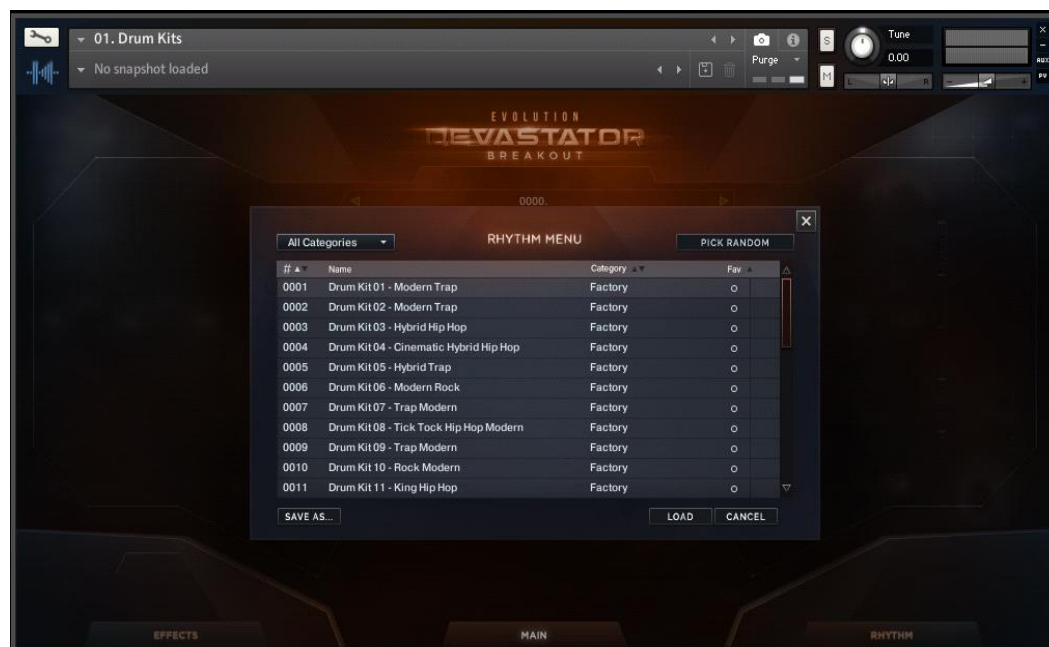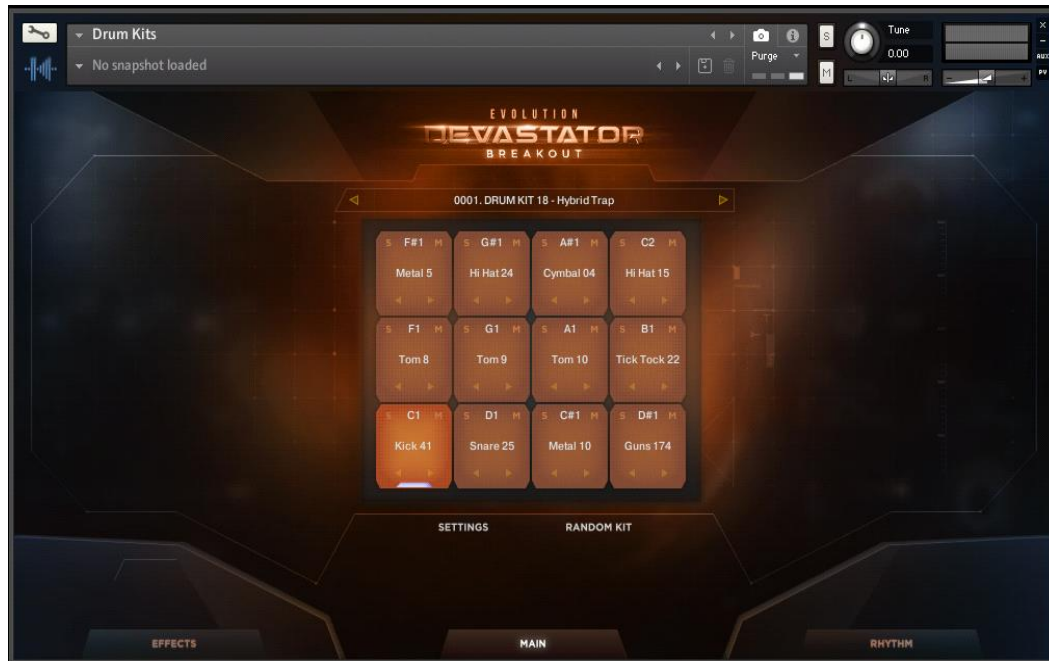
Settings:

Here you can find all parameters you need.

Browser window -   Left side of the window. Helps to choose a sample you need
for the kit. Press the pad you want to change at the right center, and then
double tap the sample from the browser to replace.

Categories - At the center right above the browser. Easy way to sort and browse samples.

Play - At the left bottom. Mute or unmute samples from the browser.

Random Kit - Randomize the kit, each pad will be replaced by the same type of sample it previously contained.

Sample Start - To adjust the start position of a sample.

Choke Group - At the bottom center, it allows you to choose samples which will be played interchangeably. Best for open and close Hi-Hats, and Toms.

Envelope - At the bottom right. Allows you to adjust Attack, Hold, Decay, Sustain, and Release of samples.

Transient Shaper - At the bottom right. To adjust loudness of the Attack and of the Decay/Release.
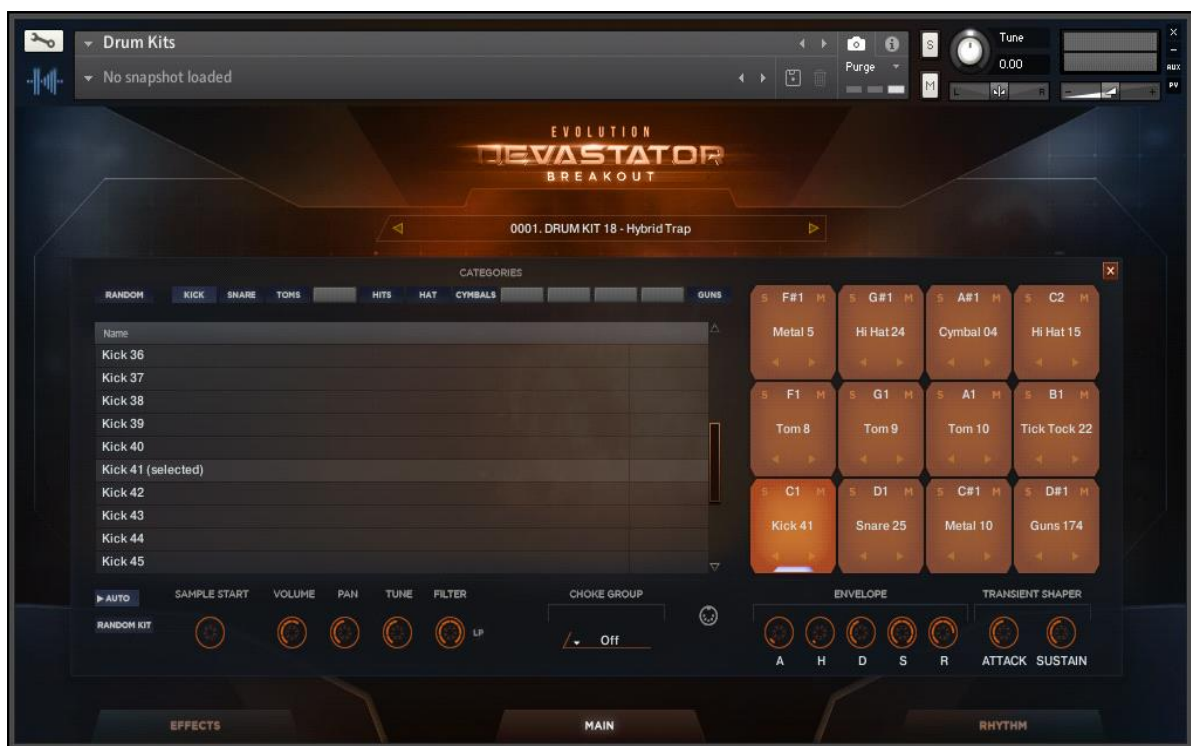
MASTER EFFECT CHAIN

You can go to the master effect chain by clicking to the Effects button on the lower left corner.
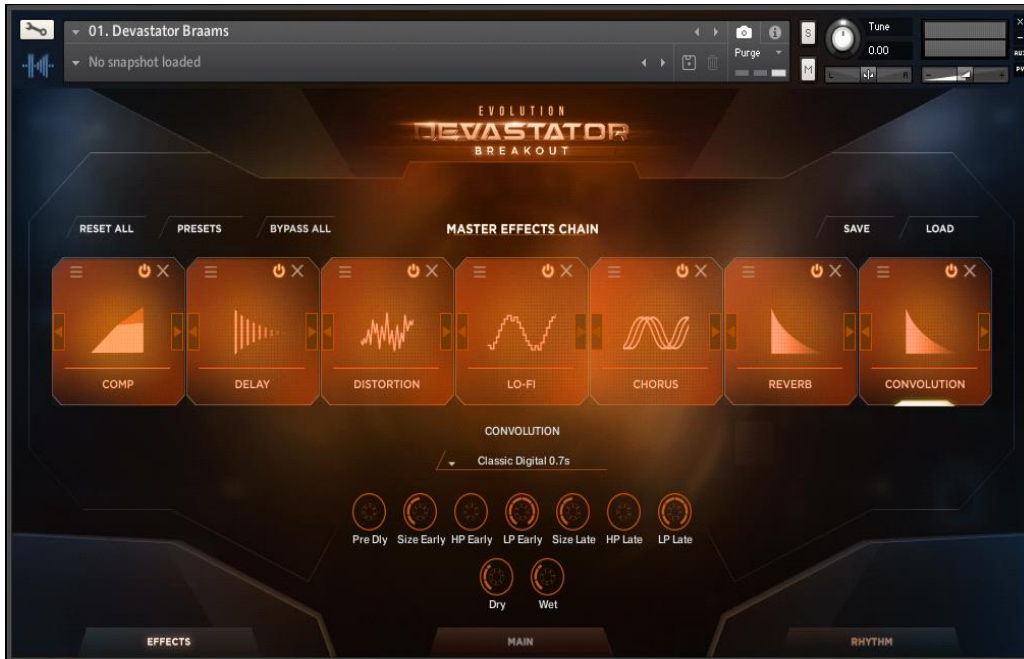
In this menu there are 7 sound effect slots for processing, from EQ, comp, limiter to distortion, saturation, modulation effects, delay, reverb and more.
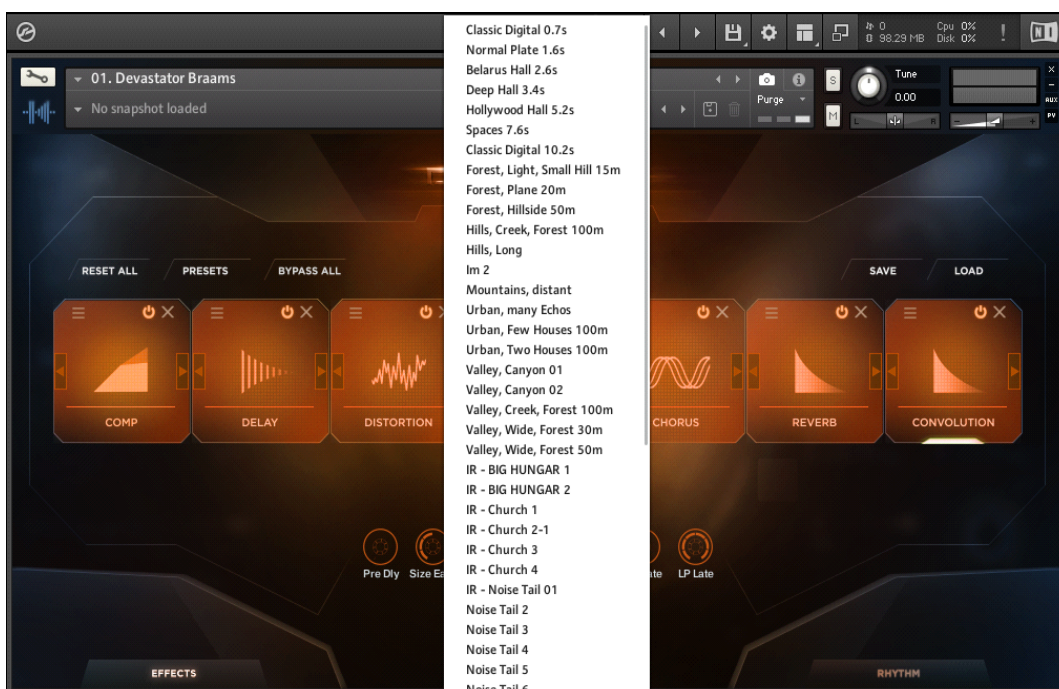
Each effect has a set of controls for tweaking. You can save the settings as presets, bypass or reset the effects.

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: Perfect for creating rocking riffs. Changes the pitches of the sample by raising and lowering the bar.
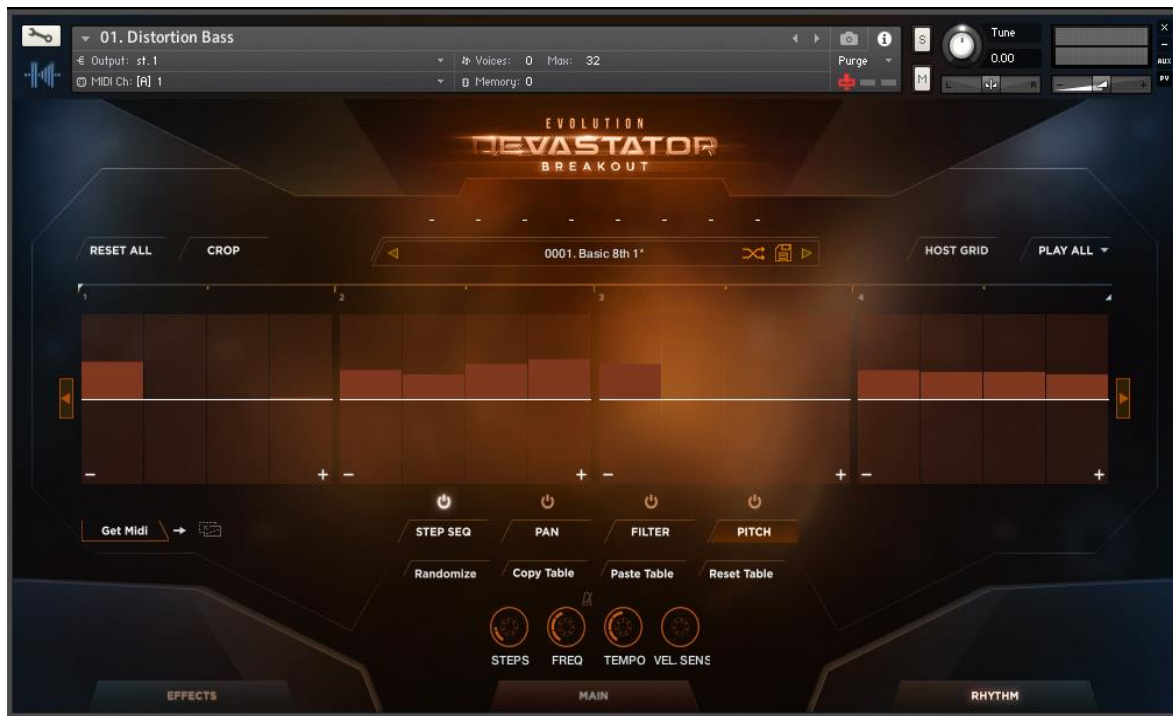
You can set the sequence steps into smaller divisions for creating groovy rolls, glitches by pressing the + or – inside a step bar.

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

OVERVIEW

INSTRUMENT PATCHES

Devastator Breakeout Pro version contains 63 Kits presets each with 7 Scene Presets in 12 categories :

- Trailer Hits
- Badass Intros
- Bass & Brass
- Benders
- Downers
- Signatures
- Signals
- Resonations
- Alarms
- Sequences
- Reversed & Rise
- Cinematic Tension

MAIN INTERFACE

There are eight units for samples with a waveform menu and a set of tools for editing the samples. Each unit can be set to certain types of layers in the random formula

On the top is a group of presets menu, buttons for copy and paste sounds and settings from one to another key, formula settings, buttons for randomizing samples of a key or the whole kit.

In the center is the XY PAD for Volume, Tune, Filter, Scene
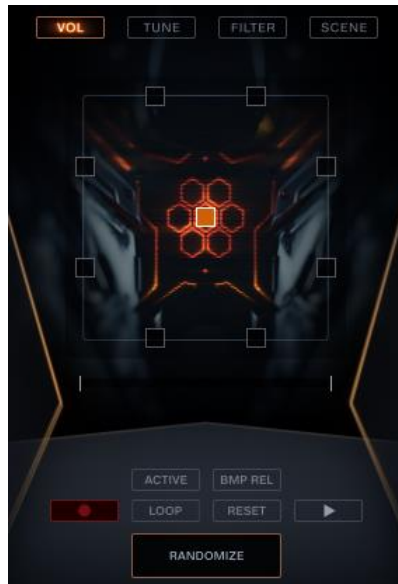
On the bottom of the instrument, we can find a group of global ADSR envelope, cutoff filter, delay, and reverb. And in the middle, a sample sequencer with different settings.
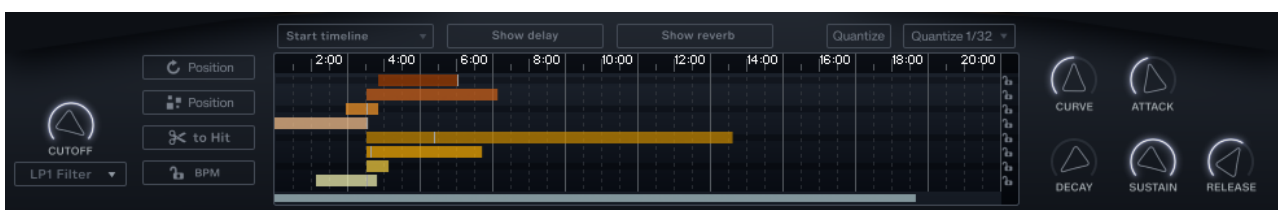
The keyboard is divided into two regions, the red region on the left is for pitching and the blue region is 7 keys for sound effects.

Note: In the main interface, you can mute, solo, play, change the volume of all units at the same time by holding Alt (Mac - Option) key.

SAMPLE UNITS

Alt (Mac - Option) + LMB on the waveform - Randomizes a sample in any sample categories selected in the formula settings

Alt (Mac - Option) + LMB on the sample name - Randomizes a sample from the samecategory.

Click on the sample name to open the sample browser menu.
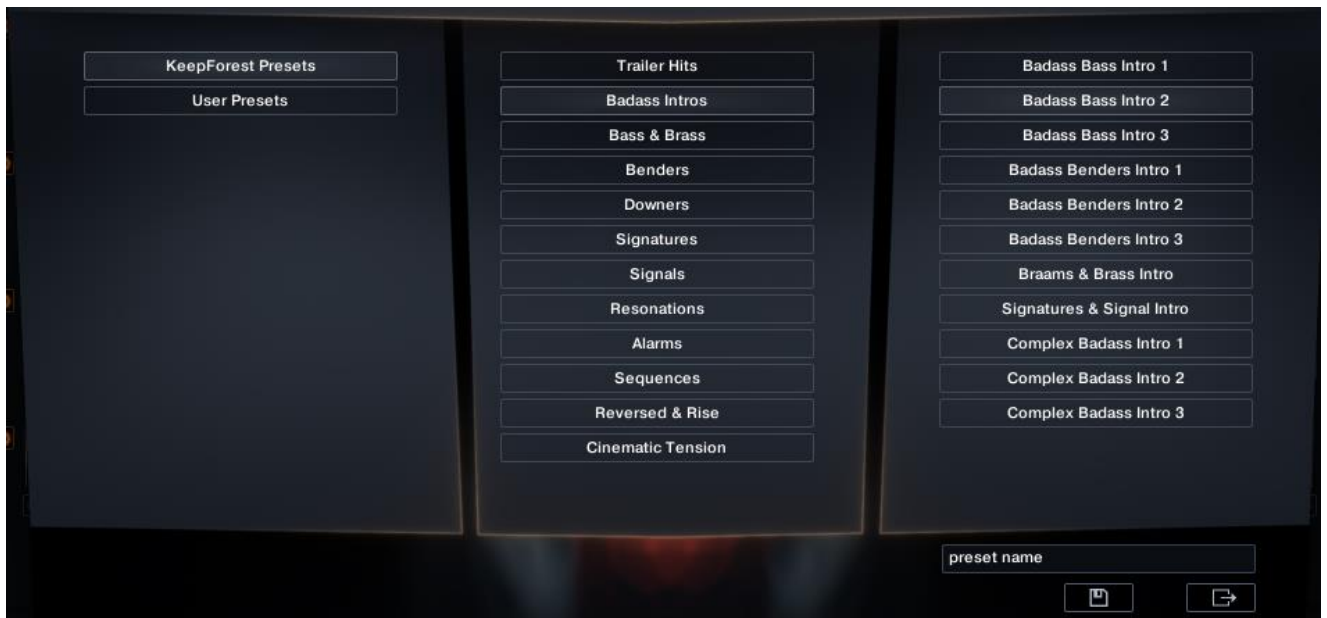
The Waveform has the left and right locators. By default, locators are located at the very beginning and end of the sample. By moving the locators horizontally, allows you to selectthe starting location of the sample.

Parameters of the units:

 Sample playback

 Solo

 Mute

 Automation (use RMB to draw a straight automation line)

 Advanced settings

 Resets the settings to default

 Volume

Advanced settings menu:

Here we can browse and selest a sample from the source sample menu, apply low pass or high pass filter, change the pitch of the sample and configure the ADSR envelope.

Playback mode selection: normal and reverse

NOTE: By pressing Alt (Mac – Option) while adjusting any parameter of the advanced settings in until allows you to synchronously adjust this parameter in all other units.

Pan mode:

On\Off – Enables or disables the panorama settings

Pan – controls the amount of panorama

Width – controls the width of the panorama

LFO mode:

On/Off - enables or disables the LFO settings

Intensity - controls the intensity of LFO

Rate/Freq - controls the rate or frequency of LFO. You can change between rate and frequency by pressing the BPM button.

LFO, PAN, VOL Tables

In the Table window, you can draw automation for the LFO, PAN, and VOL. Use RMB to
draw a straight automation line. You can smooth out the automation line using
button and reset the automation using the [↻] button. It is also possible to copy the automation   curve of a unit and paste it into another using the copy and paste buttons.

PRESET MENU

You can open the preset menu by pressing the Load presets here on the top
of the main interface. In this menu are Keepforest presets and a folder for User
presets. After creating a sound, you can save, load and delete a preset. All Keys
Mode - Preset for the whole kit. One Key Mode - Preset for a specific key.

XYPAD

On the XY pad, there are 8 points that are linked to the corresponding 8 sample units. This function allows you to control a dynamic balance between sample units for creating cinematic morphing effects by moving around the cursor.

VOL mode: Move the center cursor around the windows to create volume morphing effects. The closer to a sample the louder it sounds.

TUNE mode: Changing the pitch of the sample with the XY pad. You can change the axis of the movement to X or Y.
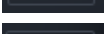

FILTER mode: Applies filter to the XY pad. You can change the axis of the movement to X or Y.

SCENE mode: Placement of samples in the stereo field. You can make sounds closer orfarther by moving the points.


|	
ACTIVE	Activates or deactivates the XY pad
●	Records the XY movement
LOOP	Loops the XY movement
BMP REL	Links the XY movement to DAW s tempo
RESET	Resets the XY movement
▶	Plays the XY movement

SEQUENCER

You can create cinematic buildups, downfalls, exciting rises just by placing the layers in a different position in the grid. Click on the lines and move to change their position.
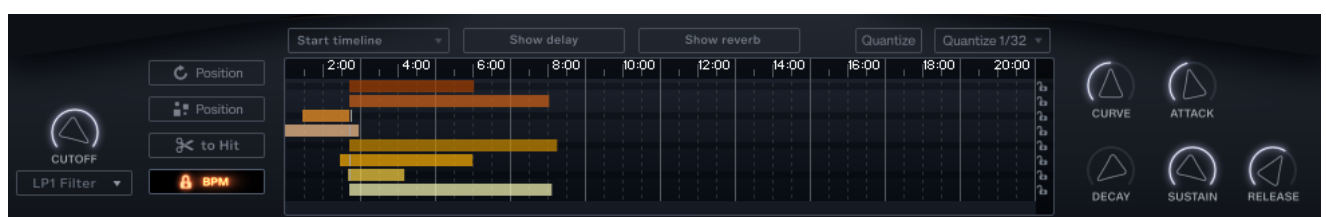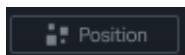
In this menu, you can choose the starting point of the composition.
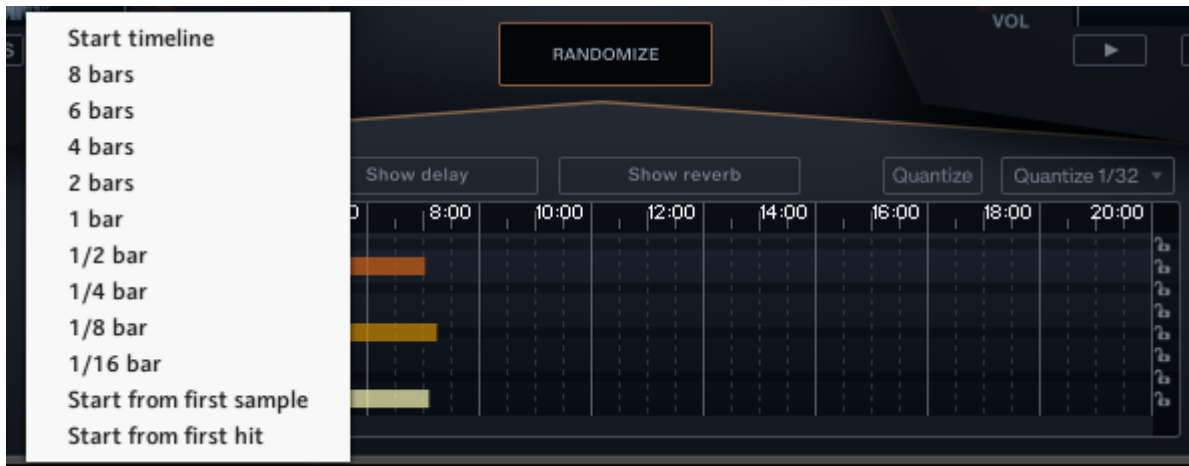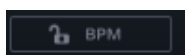

Quantization settings.
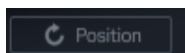
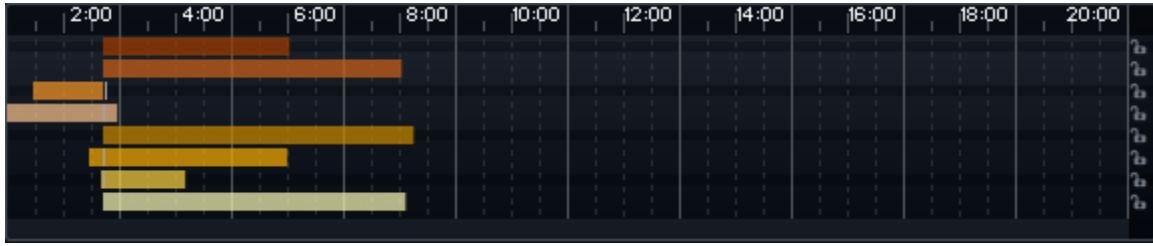 Resets the position of the layers

  Randomizes the position of the layers

  Cuts the layer's tail to the Hit
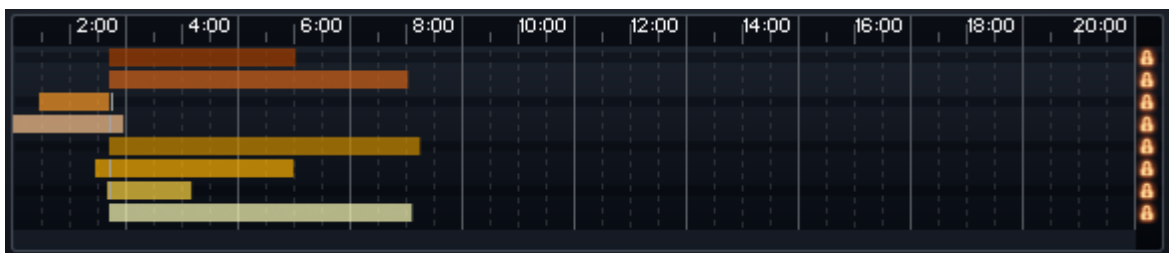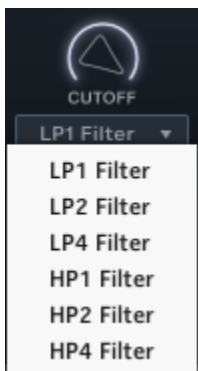
  Lock the sequencer to the project's tempo

Press the small lock icon on the right side to lock the position of a layer on the timeline, which allows you to change the effects in the selected unit without changing its position.Press **Alt (Mac - Option) + LMB** to lock all the layers.

GLOBAL ENVELOPE, FILTER, AND EFFECTS

Global cutoff filter with LP and HP modes

Global ADSR envelope

Curve - Variable curve form of the attack.

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

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).

Delay

Build-in delay with 3 modes. In the first mode, you can choose between Modern,Analogue, Tap, Vintage, Diffusion delay types for creating depth and space.

- **On/Off** - Enables or disables delay
- **Time** - sets the time between the input signal and the delayed signal
- **Feedback** - controls the number of repeating echoes
- **Low Cut** - cuts the low frequencies of the delay signal
- **High Cut** - cuts the high frequencies of the delay signal
- **Depth** - controls the depth of the echoes
- **Rate** - controls the rate of feedback
- **Saturation** - saturates the delay signal
- **Dry** - controls the volume of the dry signal
- **Wet** - controls the volume of the wet signal

Reverb

Convolution reverb with a set of impulse response 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

CREATE AND MODIFY RANDOM FORMULA

You can create your own unique formula for randomizing sound effects. To do this, we select 8 units for the layers that we will use to create our effects.

With the Alt (Mac - Option) key held down - select all units. You can select several sound categories by pressing Ctrl (Mac - Cmd) + LMB

Using the same Alt key (Mac - Option), we clear all selected layers in the units. We select in each unit those layers that are suitable for our effect. We can set the ratio of selected categories by adjusting the numbers on the right side (the lower the number, the fewer samples from that category will be randomized).

You can save your formula by clicking [icon], load [icon] or randomize the settings [icon]

- CREDITS

Concept & Design: Keepforest LLC – Arseni Khodzin

Content Creation, Recording, Mixing & Mastering: Arseni Khodzin, Joe Ford

KONTAKT Scripting & Development: Arseni Khodzin

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. Again, thank you for your purchase.

With much love,

Arseni Khodzin
CEO of Keepforest LLC