



Welcome to SICK IV

This brutal gore fx and percussion library further expands our vaunted “Sick” horror music and sound design series into dark new territory. For this 4th installment, we’ve drilled down to the bare bones of gore foley design. After many years of sound design and field recording experience, there’s nothing we enjoy more than a good old fashioned wet foley session, starting with a heaping pile of disgusting raw organic material and a plenty of heavy tools to cut, smash, drill, pry and gut. You see, the sound of gore holds a special power over most people, and quite rightly so. It grabs us on a visceral level and taps into our sense of fragile mortality. It is the sound of death and dismemberment happening up close, in utterly unmerciful and vivid crystal clear detail. It is the sound of pain and of death, when the screaming is choked off and true horror really begins. Our curiosity compels us to listen, but it is subconscious dread that forces us to really hear it deep down.

In the spirit of Halloween, we’ve gathered an army of pumpkins in all shapes and sizes. We’ve collected chains, buckets, stones, hammers, crowbars, saws, drills, wrenches and our own meaty fists and heavy boots to wreak havoc for our microphones and your pleasure. But going beyond simple sound effects creation, we also brought out the drum sticks and mallets to create the most detailed pumpkin percussion library you will find anywhere. We feel we can safely say that Sick 4 easily contains the most deeply and completely sampled pumpkin collection every attempted in the sampling world. And we think you’ll be surprised at just how music a pumpkin really can be. With the slap of flesh and the tonality of a gourde, we’ve built a nuanced and fully playable “drum” kit that will punch through wherever you need meaty, organic hand drums and body percussion.

We captured a huge variety of unique variations on a number of classic gore sound types, but kept our mix pure and clean so that you can mix and blend them into your own custom creations easily. For that purpose, we’ve also provided a lot of powerful control features for Kontakt and also provide the samples in standard 24bit / 48kHz wav format in an easy to navigate Samples directory. You can use our nki presets in the full version of Native Instruments Kontakt or import any of the individual sounds directly into any audio environment that supports wav audio. Sick 4 is an excellent resource in an easy-to-use package, whether you’re a sound designer for films, television or games or you’re a composer or producer that needs dark, nightmarish sonic elements to sculpt the right mood or simply want a fresh and unconventional new instrumental palette to take your music to strange new frontiers.

SOUNDIRON

SICK IV

version
1.0

11 powerful open-format Kontakt .nki instrument banks, each with a wide variety of sound sets
2779 Samples
2.08 GB Installed
24bit / 48kHz stereo wav samples (non-compressed)
123 unique articulations, each with deep round-robin, dynamic and/or stylistic variations
Adaptive meta-arpeggiator system, and DSP Effects Rack

Note: The full version of Kontakt 5.1 or later is required for all Kontakt presets. The free Kontakt “Player” and Libraries rack do not support this library.

CREDITS

Production, Recording, Editing, Programming
Mike Peaslee & Gregg Stephens

Systems Design
Chris Marshall

Scripting
Chris Marshall

UI Design and Artwork
Chris Marshall

Documentation & Photos
Gregg Stephens & Mike Peaslee

Beta Composers
Arkadiusz Reikowski
Arther Hendriks
Brad Halverson
Brad Jerkins
Johnny Knittle
Marie-Anne Fischer
Paul Amos
Spencer Nunamaker,
Tino Danielzik
Xiaotian Shi

TABLE OF CONTENTS

General ::

INTRODUCTION - Page 1
OVERVIEW & CREDITS - Page 2

Technical ::

FIDELITY & SYSTEM REQUIREMENTS - Page 3
INSTALLATION & LOADING - Page 3

User Interface ::

ENSEMBLE GUI - Page 4
TUNED DUAL-LAYER GUI - Page 5
ARPEGGIATOR POP-UP WINDOW - Page 6
FX RACK - Pages 7 - 9

Instrument Preset Descriptions ::

INSTRUMENT PRESETS - Pages 10 - 11

Info ::

LICENSE AGREEMENT - Page 12
VERSION NOTES & THANK YOU - Page 13



Format

All of the sample content is included as standard open PCM wav files to allow you easy access to manipulate, reprogram and customize the sounds however you wish. We know that it's important for many users to be able to go beyond the limitations of any one format, so we've kept this library's directories and files open for our advanced users. As a professional, you may have your own workflow or format requirements, and we trust that you'll respect our hard work and won't share this content with anyone who hasn't paid for it.

You'll need the full retail version of Native Instruments Kontakt 5.1.0 or later to use the nki presets in this library. The free Kontakt "Player" and any other version of Kontakt that came bundled with another library or software product (other than NI's full "Komplete" package) don't support this library. The free Kontakt Player is NOT a full version of Kontakt and cannot load or play standard open-format Kontakt instruments, wav samples or libraries. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

Fidelity

This library was recorded in wide stereo at 48kHz / 24bit. This was recorded on location in both indoor and outdoor locations. Sonic impurities from outside noise, clothing and hardware movement, people, wildlife and other sounds may be present in the samples. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile result. Our goal is to preserve and accentuate the natural live qualities in our instruments without overly modifying and sterilizing the recordings.

System Requirements

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 4GB of system ram, a multi-core cpu and a 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some machines.

Download

We provide the Continuat Connect download manager to offer high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You may also need to add special permissions to your security software for the downloader, if it blocks applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is fully complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

Don't move, rename, delete or modify any of the files or folders created during the download until after you see the status message for all files in your download queue display the word "**INSTALLED**". Please don't close the downloader while it's actively downloading, unless you press the pause button first. To resume downloading, press the Resume button. If you need to resume downloading after closing the downloader, run it again and enter your code and press Download again. Then select the same download/installation location on your computer that you chose originally.

If the downloader reports a DL Error or Install error, it will automatically try to download the file again until it successfully downloads and verifies all the data it needs. It's best to allow it to finish the process before trying to move or access the library data. Please see your download email for more detailed instructions.

If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code. Or, if you used the downloader originally, but you need to re-install the library manually for any reason at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library. Please note that Stuffit Expander and Winzip DON'T support many types of common rar files.

Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files, Quickload or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow any current preset to finish loading completely before loading a new one. You can't use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked "Powered-By-Kontakt" Libraries are visible to that propriety browser view. The "Add-Library" function does not support this product or any other open-format Kontakt library. This library doesn't require any special activation.

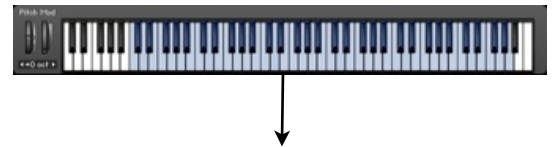


SICK 4 PUMPKIT ENSEMBLE PRESET

Soundiron Sick 4/Instruments/...

This is the primary percussion instrument bank for Sick 4. It contains 35 different deeply sampled articulations with multiple dynamic layers and 12X round-robin variations. You'll find pumpkin percussion played with hands, sticks and hammers in a variety of positions, steel pail finger taps and drumstick strikes, hacksaws rasps and steel-on-glass strikes.

The main control interface has a variety of deep performance controls that allow complete real-time performance customization. You'll also find the ARP pop-up panel to generate dynamic arpeggiation and drum roll simulation (See Page 11). The FX Rack page includes a wide variety of effects, from EQs, filters and compressors to amp simulation, chorus/flange/phase and convolution reverb (See Page 12). And You can assign a midi CC to any knob, button or slider by right-clicking it, pressing the "Assign Midi CC" pops-up and moving any midi controller. There is also a "Lite" version of this preset available in the Lite directory, with fewer round-robins and lower voice limits. The Lite presets are ideal when system resources are limited or the full-sized preset is not needed.



The Sick 4 Pumpkit Ensemble preset has multisampled single-note strikes spread out in an array of articulations spanning two keys each. the playable range is visible as the **blue key range** in the Kontakt keyboard view.

Swell - (CC72)

This knob controls volume swelling.

Attack - (CC 74)

This knob controls note attack contour.

Offset - (CC91)

This offsets the sample playback start position. turning this value up cuts deeper into the sample to tighten transient attacks or even create more pad-like pulse effects.

Release - (CC93)

This sets the sample release time globally, allowing you to shape how long or short the sound is.

Pitch

This pitches the instrument up or down by up to +/- 36 semitones.

Velocity

This attenuates the incoming midi note velocity for all notes to increase or decrease dynamic intensity.

Humanize

This adds subtle variation to note velocity, pitch and timing for incoming notes.

TUNED DUAL-LAYER PRESETS

Soundiron Sick 4/Instruments/...

There are 5 primary dual-layer mixer presets, including the main Sick 4 Horror SFX Tuned Dual-Layer bank. These function in the same way as the Pumpkit Ensemble preset, except that you have an additional sound layer you can control in addition to the primary sound layer. On the left side of the screen, you will see the Layer 1 module control area. You can use the drop-down menu to select any of the available articulations or sound types and load it instantly. You can then use any of the controls to shape the sound for that layer. You can also add the second layer by using the Layer 2 module controls located on the right side of the screen. You can overlap their key ranges to blend the sounds or separate them into independent keyboard zones.

Each of the two fully independent layer modules has its own swell, attack, offset, release, pitch, pan and velocity attenuation control. The KEYS panel allows you to arrange custom key mapping for each of the two modules. You'll also find the ARP pop-up panel to generate dynamic arpeggiation and drum roll simulation (See Page 11). There is also a "Lite" version of each of these presets located in the Lite folder, with fewer round-robins, lower voice limits and slightly reduced mixing features for even greater resource efficiency when needed.



The KEYS pop-up window provides key range and key-switch control for both module layers.

The **Range** values set the playable key range for each module. Modules can have overlapping ranges.

The **Keyswitch** values set the starting note location for the articulation Select menu key-switches for each layer. The total number of key-switches is defined by the number of available articulations. The **On/Off** buttons disable and hide the key-switches.



The Kontakt keyboard view displays a **red** keyrange for the module #1 selector key-switches and a **green** range for module #2 key-switches. The **dark blue** range shows the playable note range for module 1 and **light blue** for module 2. The **yellow** range is where the module's playable ranges overlap each other. The black/white inverted keys show the root pitch for each module, depending on current settings of each pitch knob.

To change each setting, you can type in a new value (midi note name or number) directly into each box. Or simply press the **SET** button next to each one and play any key to assign that note as the new value. Please set the values one at a time.

Select Menu

This drop-down menu selects the individual articulation that you would like to load into the module. You can automate the current selection with a midi CC to switch between articulations in real-time. Just right-click (command-click on OSX) on the "SELECT" label above the menu, then click on the "Assign Midi CC" pop-up that appears and move any midi CC assigned to the same channel as the instrument. To turn off and bypass a module, select **Off**.

Or, you can use the layer selection key-switches to select the articulation via midi. These key-switches are activated and are assigned in the Keys pop-up window.

Swell - (CC72 & 73)

This smoothly controls volume swelling for the instrument, allowing you to fine-tune volume, or shape dynamic rolls, crescendos and decrescendos over time.

Attack - (CC 74 & 75)

This controls the sharpness of attack.

Offset - (CC91 & 92)

This controls the amount of sample start offset allowing you to skip ahead into the samples. Use this to tighten articulation attacks and or to create more distant pad-like feel.

Release - (CC93 & 94)

This sets the room release time for each module. Lower values can allow you to simulate a nearly bone-dry studio sound.

Pitch

This shifts the pitch of sound in each module up & down by up to +/- 36 semitones. This setting is displayed in the Kontakt keyboard view as an inverted black/white key.

Pan

This allows you to place the sound in each module in your stereo field.

Velocity

This adjusts midi note velocity up or down when a note is played.

ARP POP-UP CONTROL WINDOW

The Arp pop-up panel is an advanced arpeggiation design tool included in nearly all of this library's presets. We also often call this system the "Uberpeggiator". You can choose from multiple cycling modes, chord and scale constraints, directional variables, tempos and beat divisions and even set up your own custom arpeggiation velocity step sequences. It's also great for creating simulated drum rolls with the EZ-Roll Mode. You can also save and load your own custom arpeggiation settings using the Save and Load buttons.



Mode

This knob controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely.

- **On** sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates.
- **Hold** sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes the note that is repeating.
- **Hold +/-** sets it to allow new notes to be added to the automated chain of repeats.
- **EZ Roll** is a special mode that allows easy single-stroke roll creation, based on your tempo, rhythm and the amount of swing and randomization you want on the timing and velocity of each stroke. Most other controls are bypassed. You can use the velocity table or use incoming velocities "As Played".

Hits and Hit % Knobs

Hits sets the number of repeats of each note BEFORE moving on to the next note in the arp sequence, and Hit % sets the intensity fall-off rate for each repeat, before resetting for the next note.

Repeat Setting

This sets the direction of the up or down repeats.

Rhythm

This sets the speed of arpeggiation, as measured in musical time, ranging from whole bars to 128th notes. Fast settings can yield interesting results, but keep in mind that the faster the speed, the more voices you use.

Pitch

Sets the pitch up or down in quarter-tone intervals for each repeat after the initial note is pressed and it remains in a pseudo legato state as long as any key is held down. Changing this setting in real-time allows extreme stair-step effects and creative groove, tuning and beat alterations.

Note Order Menu

This drop-down menu allows you to select any number of simple or complex cycle patterns that the arpeggiation will follow as it plays through the sequence of notes you have triggered. Choosing "As Played" will cause it to follow the original order you played the notes in, with the newest note always added to the end of the chain.

Swing

This sets the amount of rhythmic offset (swing) between notes. Values below zero cause the notes to play ahead of the beat. Values above zero cause the notes to play after the beat.

Duration

This knob allows the user to fine-tune the length of each note. Using this, one can shorten the note to staccato-like pulses or extend them beyond the normal beat length. When used with sustaining roll articulations, this controls the length of the roll before it is released for each arpeggiated step.

Key Selector Knob

Binds the arpeggiation **scale** you've chosen to a specific key.

Scale Selector

Binds the arpeggiation sequence to a specific scale that you can choose by turning the knob.

Free/Constrain Button

Limits and adjusts any new note to the currently selected scale and key.

Velocity Graph Sequencer

This graph allows you to draw the velocities that you want each step in your arpeggiation sequence to play at.

Reset

This button resets all steps in the graph to a default value of 0 (blank).

Steps

This setting determines the number of sequencer steps (2 - 32) that can be set with the velocity graph step sequencer.

Velocity Sequencer On/Off

The round button on the lower left corner of the Velocity Sequencer Graph window activates the sequence. When active, the arpeggiation follows the velocities that you've drawn on the graph from left to right. When it is bypassed, each note is played at the velocity that you play it at.

Save

This "disk" icon button allows you to save your Arp panel settings.

Load

This "folder" icon allows you to load previously saved Arp panel settings.

FX RACK

The FX Rack tab contains our advanced, flexible FX Rack that integrates many of Kontakt's built-in effects. The following section describes all of the available effects. The FX Rack is accessible in all presets by clicking on the UI tab at the bottom of the instrument labeled "FX Rack."



Effect Types and Controls

Mod Controls

The Mod FX module features Chorus, Flanger and Phaser effects.

Power Button - Toggles the effect on and off.

Dropdown - Use this dropdown menu to select the active effect.

Rate - This knob controls the Rate of the selected effect.

Feedback - This knob (not available in Chorus mode) control the amount of feedback for the active effect.

Phase - This knob controls the Phase of the active effect.



Depth - This knob controls the depth (intensity) of the selected effect.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

Dynamics Controls

The Dynamics FX module is a configurable compressor.

Power Button - Toggles the effect on and off.

Threshold - This knob controls the volume threshold of the compressor.

Ratio - This knob controls the ratio of the compressor. The value is displayed to the right.

Attack - This knob controls the attack time of the compressor.



Release - This knob controls the release time of the compressor.

Makeup - This knob controls the makeup of the compressor.

FX Rack continued...

Drive Controls

The Drive FX module features a variety of distortions: Distortion, Skreamer, Tape Saturator and De-Rez (Lo-Fi).

Power Button - Toggles the effect on and off.

Dropdown - Use this dropdown menu to select the active distortion effect.

Drive - This knob controls the amount of the distortion effect.

Volume - This knob controls the output level of the distortion effect.

Degrade - This knob (only available in De-Rez mode) control the amount of bit crushing that the Lo-Fi effect does.



Lows - This knob (when available) controls the level of low (bass) frequencies.

Highs - This knob (when available) controls the level of high (treble) frequencies.

Tone - This knob (only in Skreamer mode) controls the tone level of the Skreamer effect.

Amp Controls

The Amp FX module is a configurable amp simulation effect. It includes the “Twang” and new “Jump” amp simulators.

Power Button - Toggles the effect on and off.

Dropdown - Use this dropdown to select between the available amp types: twang and jump.

Volume - This knob controls the volume output level of the amp sim.

Drive - This knob controls the amount of extra gain on the amp simulator.

Lows - This knob controls gain of low (bass) frequencies.

Mids - This knob controls the gain of mid-level frequencies.



Highs - This knob controls the gain of high (treble) frequencies.

Boost Button - This button (only available in the Jump amp sim) toggles HiGain mode on and off. The Volume is adjusted -9dB when activated to maintain relative volume while increasing the drive.

Presence - This knob (only available in the Jump amp) adjusts the presence of the effect.

Cab Controls

The Cab FX module is a configurable cabinet (speaker) simulation effect.

Power Button - Toggles the effect on and off.

Dropdown - Use this dropdown to select between the available cabinet types including the Rotator cabinet effect..

Volume - This knob controls the volume output level of the cabinet sim.

Air - This knob controls the amount of the “Air” in the cabinet effect, simulating distance between the virtual mic and cab.



Size - This knob controls size of cabinet effect, effectively the size of the simulated cabinet.

Fast Button - This button (available only with the Rotator cabinet type) toggles the rotation effect of the cabinet from slow to fast.

FX Rack continued...

Delay Controls

The Delay FX module is a configurable Delay effect.

Power Button - Toggles the effect on and off.

Rate - This knob controls the time between delays. Higher values mean a longer time between delays, creating a more pronounced echo.

Damping - This knob controls the damping of the delay effect, which attenuates and damps each successive echo.

Pan - This knob controls the amount of stereo panning of the delay effect.



Feedback - This knob controls the feedback of the delay effect. High values can cause an endless loop.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduce the dry level.

Reverb Controls

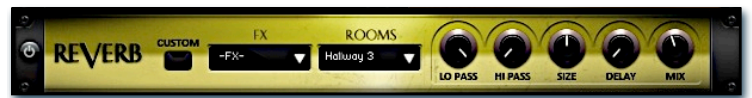
The Reverb FX module allows users to load reverb impulses to simulated real-world spaces or effects. See Page 3 for details.

Power Button - Toggles the effect on and off.

Custom Button - Turning this “On” bypasses our built-in impulses so you can save presets with your own impulses in the Insert FX module through Kontakt’s Editor view.

FX Menu - This menu allows you to select one of our special effect convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Spaces menu.

Rooms Menu - This menu allows you to select one of our real-world environmental convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Effects menu.



Lo Pass - Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

Hi Pass - Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

Size - Sets the simulated room size of the convolution.

Delay - Sets the amount of pre-delay time before the wet signal is returned.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduce the dry level.

INSTRUMENT PRESETS

Soundiron Sick 4/Instruments/...

Sick 4 Pumpkit Ensemble.nki

This is the primary percussion instrument bank for Sick 4. It contains 35 different deeply sampled articulations with multiple dynamic layers and 12X round-robin variations. You'll find pumpkin percussion played with hands, sticks and hammers in a variety of positions, steel pail finger taps and drumstick strikes, hacksaws rasps and steel-on-glass strikes. This instrument banks is mapped from C-1 - A4, with each articulation spanning two midi keys to allow faster finger playing. **See Page 4.**

Sick 4 Pumpkit Tuned Dual-Layer.nki

This preset includes the same percussion articulations as the main Pumkit Ensemble preset, but each individual articulation can be loaded and spread over the entire key range as a tuned percussion instrument. You can customize the key range, root pitch and other parameters. You can also add a second layer and select from any of the articulations. You can overlap the layer key ranges for a blended sound or split them into separate solo key ranges and tune them however you wish by using the Pitch knob. And of course, if you just need one sound at a time, you can turn off either layer by turning its Swell down to 0 or by selecting **"Off"** from the drop-down menu. **See Page 5.**

Sick 4 Horror SFX Tuned Dual-Layer.nki

This is the main horror sound effect bank, with 37 different sound sets and hundreds of different foley sounds that can be instantly loaded, customized and blended together. It features the same controls as the other tuned Dual Layer presets.

However, instead of playing as tuned percussion, each articulation loads as a full sound bank, with one unique sample per midi key. Each articulation includes a wide variety of different variations to choose from, each mapped to its own midi note. You can move the array up or down the midi keyboard to position each sound set wherever you like. This is also helpful if you wish to blend sounds from the two different layer modules together. You can use the Keys control panel to align any of the samples from each layer by moving each layer's key range up or down to overlap as needed. **See Page 5.**

Here's a list of the sound sets you'll find in the Horror SFX preset. Each item includes a variety of different sounds, with some sets featuring well over 50 variations:

Bone Saw 1	Drill Flesh Long	Hack Saw Slow 2
Bone Saw 2	Drill Flesh Short	Hammer Skull 1
Chain Bucket Dump	Flesh Scoop	Hammer Skull 2
Chain Bucket Rattle	Flesh Squish 1	Hammer Skull 3
Chain Bucket Scrape	Flesh Squish 2	Hammer Skull 4
Chain Bucket Swish	Flesh Squish 3	Hammer Skull 5
Chain Impact 1	Flesh Stab	Hammer Skull 6
Chain Impact 2	Hack Saw 1	Hammer Skull 7
Chain Impact 3	Hack Saw 2	Hammer Skull 8
Chain Jingle 1	Hack Saw 3	Stone Drag Long
Chain Jingle 2	Hack Saw 4	Stone Drag Short
Chain Yank 1	Hack Saw FX	Stone thud
Chain Yank 2	Hack Saw Loops	Wrench Skull Strike
Crowbar Flesh Pry	Hack Saw Slow 1	Wrench Stone Drag
		Wrench Stone Strike



Ambiences & Special FX

Sick 4 Cenobit Ambiences.nki

This preset includes 24 different long looping ambient soundscapes and pads to choose from.

Sick 4 Orlocked Ambiences.nki

This preset includes 30 different long looping ambient soundscapes and pads to choose from.

These are custom designed ambient textures, pads, soundscapes and drones that we created by heavily manipulating the original library source material. They generally have a dark, foreboding feeling to them. Because they are carved from the same source as the acoustic sound effect and “drum” recordings in this library, these creative soundscapes and pads will blend and mesh extremely well with the tone and timbre of the other instruments in the Sick IV.

This preset uses the same control interface as the Tuned Dual-Layer presets, with two independently adjustable and blendable layers. All of these sounds are sustaining and can be played just like a synthesizer or organ. Some are roughly tuned to an approximate note, while others are purely textural and atonally ambient. The mapping for each of them can span the whole key-range, from C-2 to G8, or you can customize the key-mapping to use any ranges you wish. **See Page 5.**

Sick 4 Harmagonizer.nki

This is a specially modified version of Pumpkit tuned preset that uses a variety of special Kontakt engine features to bend and manipulate the sound into tuned and harmonized melodic sounds. We’ve also incorporated some of the effects you’ll find in the FX rack panel. Feel free to explore some of these effects to reshape the sounds to your liking. Each articulation in the selector menu has unique characteristics. Mix and match them to create an endless variety of custom musical sounds. **See Page 5.**



SOUNDIRON SOFTWARE LICENSING AGREEMENT

LICENSE AGREEMENT

By installing the product you accept the following product license agreement:

LICENSE GRANT

The license for this product is granted only to a single individual user. No unlicensed use is permitted. All sounds, samples, programming, images, scripting, designs and text contained in this product are copyrights of Soundiron, llc. This software is licensed, but not sold, to you by Soundiron, for commercial and non-commercial use in music, sound-effect creation, audio/video post-production, performance, broadcast or similar finished content-creation and production use. Individual license holders are permitted to install this library on multiple computers or other equipment only if they are the sole owner and only user of all equipment this software is installed or used on.

Soundiron allows you to use any of the sounds and samples in the library(s) you've purchased for the creation and production of commercial recordings, music, sound design, post production, or other content creation without paying any additional license fees or providing source attribution to Soundiron. This license expressly forbids any unauthorized inclusion of any raw or unmixed content contained within this product into any other commercial or non-commercial sample instrument, sound effect library, synthesizer sound bank, or loop or effect library of any kind, without our express prior written consent.

This license also forbids any unauthorized transfer, resale or any other form of re-distribution of this product, or its constituent sounds or programming, through any means, including but not limited to re-sampling, reverse engineering, de-compiling, remixing, processing, isolating, or embedding into software or hardware of any kind, except where included as part of a multimedia production, rendered musical recording, performance or finished work of sound design of at least 8 seconds or more in length. Licenses cannot be transferred or sold to another entity, without written consent of Soundiron, llc.

RIGHTS

Soundiron retains full copyright privileges and complete ownership of all recorded sounds, instrument programming, documentation and musical performances included within this product. All past and future versions of this product, including any versions published or distributed by any other entity are fully bound and covered by this agreement.

REFUNDS

Downloaded libraries can't be returned, so we can't provide refunds or exchanges. We may choose do so at our own discretion, but please be aware that as soon as you've downloaded it, it can not be returned.

RESPONSIBILITY

Using this product and any supplied software is at the licensee's own risk. Soundiron holds no responsibility for any direct or indirect loss arising from any form of use of this product.

TERMS

This license agreement is effective from the moment the product is purchased or acquired by any means. The license will remain in full effect until termination by Soundiron, llc. The license is terminated if you break any of the terms or conditions of this agreement, or request a refund for any reason. Upon termination you agree to destroy all copies and contents of the product at your own expense. All past and future versions of this product, including those released through brands other than Soundiron, are covered under the terms of this agreement.

VIOLATION

Soundiron reserves the right to prosecute piracy and defend this copyrighted work to the fullest extent of US and International civil and criminal law.

THANK YOU.

Thanks for purchasing the Soundiron SICK IV library, programmed for the Native Instruments Kontakt sampler platform. If you enjoy this creation, we hope you'll check out some of our other awesome virtual instrument libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you.

info@soundiron.com

cheers!

Mike, Gregg and Chris

