



VIRTUAL FOLEY ARTIST - FOOTSTEPS



Owner's Manual

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SYSTEM REQUIREMENTS:

- Native Instruments' Kontakt Version 5.5.0.409 or higher
(<https://www.native-instruments.com/en/products/komplete/samplers/kontakt-5/>)
- Mac OSX.10.8 or higher, Intel Core 2 Duo
- Windows 7 or higher, Intel Core 2 Duo or AMD AthlonTM 64 X2
- 4GB RAM

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1. INTRODUCTION

Welcome to Boom Library's "Virtual Foley Artist - Footsteps". This Kontakt instrument is an easy to use, interactive footstep creator. We developed this instrument to avoid importing footstep audio files with the need to move every single footstep to its appropriate position within a media production. It is a much faster workaround to simply play the footsteps interactively with your keyboard. Also, with this instrument, it is possible to alter the speed within a step itself. For example if you need very slow steps as in sneaking scenes or very fast steps as in a running sequence, you can easily create those by playing the heel and the tip of a shoe individually. You can create rather stomping, raw steps or soft, graceful walking by altering not only the intensity of the steps but also the timing.

As you can see, we were after a very flexible way to create footsteps with extraordinarily clean and versatile sample content that helps you out when there's no possibility of recording footsteps yourself or booking a foley artist.

Make sure to check out any tutorials on www.boomlibrary.com.

In addition we deliver some prepared audio files with different shoes on different surfaces in a more traditional way, including slow and fast walking, running, steps on stairs and jump landings. In certain situations it may be easier to work with plain wave files. Those however do not cover all the possibilities you get by using the Kontakt instrument.

2. INSTALLATION

After the purchase, please download the zip files completely or copy the folders from the DVD to your hard drive to a destination of your choice. Unzip the files and open the file "Virtual Foley Artist - Footsteps.nki" with your Kontakt sampler.

3. MAIN PAGE



The main page covers all basic functions needed to create the sound style you want and to select the surfaces needed. You will also find a tab to access the “Settings”.

3.1 SHOES



The section “Shoes” lets you select the type of shoe you need. You can adjust the volume, tune (pitch) and you can mute or solo the shoe. In addition, you can add another shoe to mix it in for further alteration of the main shoe. Using this you can create your own shoe types by adding, for example, some high heel click-clack to heavy boots.

The “Volume” and “Tune” knobs as well as the “Mute” / “Solo” buttons only appear when a shoe is selected.

3.2 ACCESSORIES



The accessories are an additional way to alter the shoe chosen. You can add up to two different kinds of character. As with the shoes menu a “Volume” and “Tune” knob as well as a “Mute” and “Solo” button will only appear if an accessory has been selected.

Comment: those will not replace any cloth foley, they are solely meant to be parts of the shoe and should be mixed in softly.

3.3 SURFACES



At the bottom of the main page you will find a section called “Surfaces”. The first four surfaces are specific surfaces per shoe, the fifth is a generic surface which is the same for all different shoes.

When a surface is selected, you will see the corresponding keys of the Kontakt keyboard display changing from white to coloured.

3.4 MAPPING

The mapping is the same for all surfaces and shoes, no matter which one is selected.

- C: Heel left foot
- C#: Tip left foot with release sample (per default triggered automatically by C)
- D: Heel right foot
- D#: Tip right foot with release sample (per default triggered automatically by D)
- E: Stair steps with release sample
- F: Short slides
- F#: Medium length slides
- G: Long slides

Depending on the surface, you can find special samples on the keys G# to B. Those are for example wood creaks or metallic rattling.

3.5 SPLIT / SINGLE



As per default this setting is set to SINGLE, offering a basic way to play a complete step with only one key. SINGLE simply means that the heel keys C and D automatically trigger the corresponding tip on C# or D# by a certain delay in ms (default is 75 ms), resulting in one complete step sound with a fixed length. You can alter the delay in the “TIP DELAY” screen.

When SINGLE is clicked the more advanced SPLIT mode becomes active. In this case you have to play the tip and release on C# or D# by yourself, resulting in a much more flexible outcome with more variety and character. This needs a bit more practice to perform.

3.6 DISTANCE

Using the pitch bend of your keyboard you can interactively change the distance of the steps on the fly. If you pull the pitch bend down (aka “pitch down”) the steps will come closer, up to a rather unnatural sounding close up perspective. If you push the pitch bend up (aka “pitch up”) the steps will appear further away.

You will see graphical feedback on the right side, showing the current distance.

Comment: the basic setting in the middle is a rather generic, natural and common distance for footsteps. This pitch bend state is recommended as a starting point.

4. SETTINGS



The “Settings” tab offers different advanced settings and options to get more into detail.

4.1 EQ



The three band equalizer consists of a low, mid and high band.

EQ ON/OFF: the large button on the upper left bypasses (EQ OFF) or activates (EQ ON) the EQ.

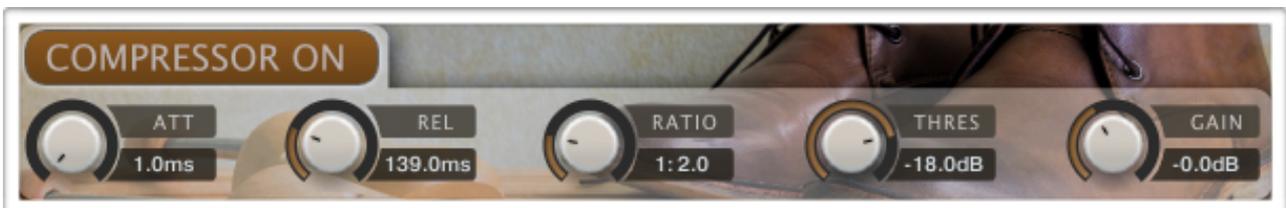
GAIN: sets the amount of gain in dB between -18 and +18 dB of the selected band.

FREQ: sets the frequency of the selected band.

BW: sets the bandwidth of the selected band.

By default the equalizer is set to “off”.

4.2 COMPRESSOR



A compressor to gain more control over the dynamics. When opening the instrument for the first time, useful basic settings are already set.

COMPRESSOR ON/OFF: bypasses (COMPRESSOR OFF) or activates (COMPRESSOR ON) the compressor.

ATT: sets the attack in ms, ranging from 1 milliseconds to 1000 milliseconds (1.0kms).

REL: sets the release time in ms, ranging from 50 milliseconds to 2500 milliseconds (2.5kms)

RATIO: sets the amount of compression, ranging from 1:1.0 (no compression) to 1:25.0.

THRES: sets the threshold at which compression begins.

GAIN: sets the output gain of the compressor.

By default the compressor is set to „off“.

4.3 REVERB



The reverb included is a basic way to virtually place the footsteps into a room. By default the reverb is on, giving a more natural and dense character to the footsteps. The basic settings are much more of an ambience rather than a real reverb. To put the steps into a different environment, suiting your needs, you should additionally work with third party reverb.

REVERB ON / OFF: bypasses (REVERB OFF) or activates (REVERB ON) the reverb.

PRE: sets the pre-delay of the reverb in ms, ranging from 0 milliseconds to 180 milliseconds.

SIZE: sets the size of the room the reverb simulates.

COLOR: sets the character or color of the reverb.

DAMP: sets the amount of damping applied to the reverb.

WIDTH: sets the stereo width of the reverb.

GAIN: sets the output gain of the reverb.

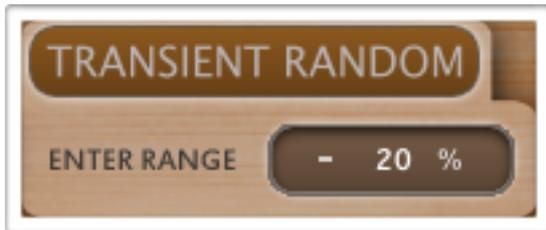
By default the reverb is set to „on“.

4.4 PITCH RANDOM



The "Pitch Random" function offers a lot more variety for the footsteps by randomly pitching the samples. The amount in cents determines the maximum of applied pitch up and down. By default the "Pitch Random" is set to "on".

4.5 TRANSIENT RANDOM



Altering the transients randomly gives an even more realistic feel and offers even more variety to the sounds. The negative value only lowers the transients up to the given amount.

4.6 RELEASE VOLUME



This „Volume“ knob sets the loudness of the releases of the steps in dB, ranging from -40 to +40 dB. Raising the gain creates a rather scuffling character. Lowering the gain results in a more upright character. By default the release volume is set to -10 dB.

5. TROUBLESHOOTING

DOWNLOADED FILES WON'T EXTRACT OR SEEM PASSWORD PROTECTED:

As stated in the FAQ on www.boomlibrary.com, please make sure to download the complete zip file. The files are tested on several machines and OSs and they are not password protected. The file size is included in the zip filename.

MISSING SAMPLES:

If files are missing and you are prompted to select the folders containing the missing files, please browse to the main folder “Virtual Foley Artist - Footsteps” and select “Choose”. Kontakt will automatically find all missing files. Go to “Files” in the menu and select “Save as” right after loading the instrument. Replace the file “Foley Artist - Footsteps.nki” to make sure every time you reopen the instrument, the Kontakt instrument knows where to look for all the files.

KONTAKT WON'T OPEN THE NKI:

If Kontakt refuses to open the “Virtual Foley Artist - Footsteps.nki” instrument, please make sure that you have installed the latest version of Kontakt or at least version 5.5.0.409.

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