



User Guide

Thank you for purchasing Project ALPHA! This guide will explain how to install Project ALPHA and provide a brief explanation of the User Interface and its various controls.

End User License Agreement

This End User License Agreement ("EULA") represents a legal contract between you and Hybrid Two LLC. By downloading and installing Project Alpha, you are acknowledging your agreement to the terms and conditions presented within this EULA. If you do not agree to the following terms and conditions, you must remove Project Alpha and any media you have created with it from any data storage devices on which you have installed it.

Project Alpha and its audio samples remain in the ownership of Hybrid Two LLC. You are simply assigned a license to use them in your productions. This license is single-user and is not transferable without the direct, written permission of Hybrid Two LLC.

You **are** allowed to use Project Alpha and its audio samples for the following:

- Musical scores for Films, Games, TV, Commercials, Trailers and Radio.
- Sound FX for Films, Games, TV, Commercials, Trailers and Radio.
- Library/Production music, as long as the samples are used in a musical context

There is no special license needed to embed Project Alpha's sound samples into video game soundtracks.

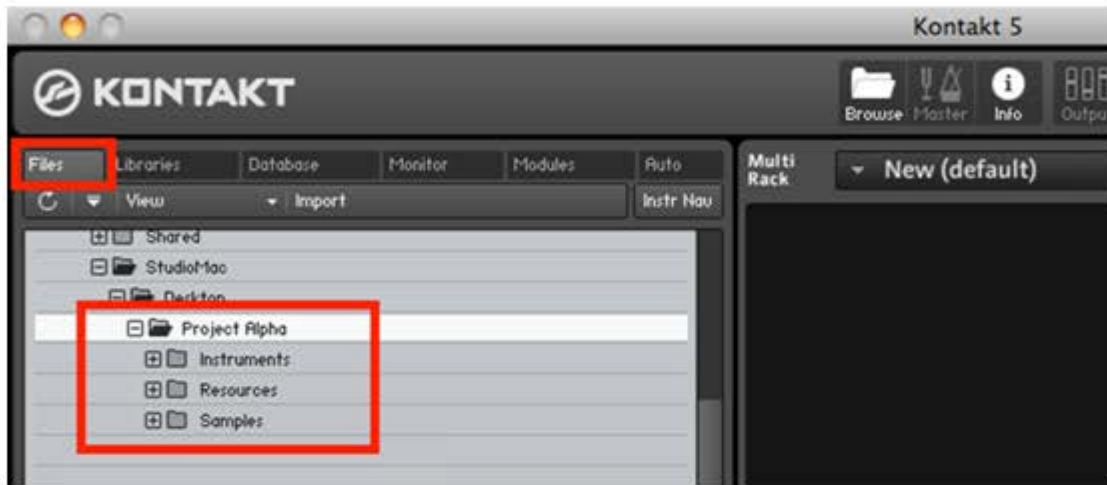
You are **NOT** allowed to:

- Upload Project Alpha or its audio samples to any server or torrent site.
- Sell Project Alpha or its audio samples
- Distribute Project Alpha or its audio samples in any way.
- Use Project Alpha's audio samples or patches to create other sample libraries.

Hybrid Two LLC reserves the right to change the terms and conditions of this EULA at any time, and to deny the sale of a license to use Project Alpha at any time.

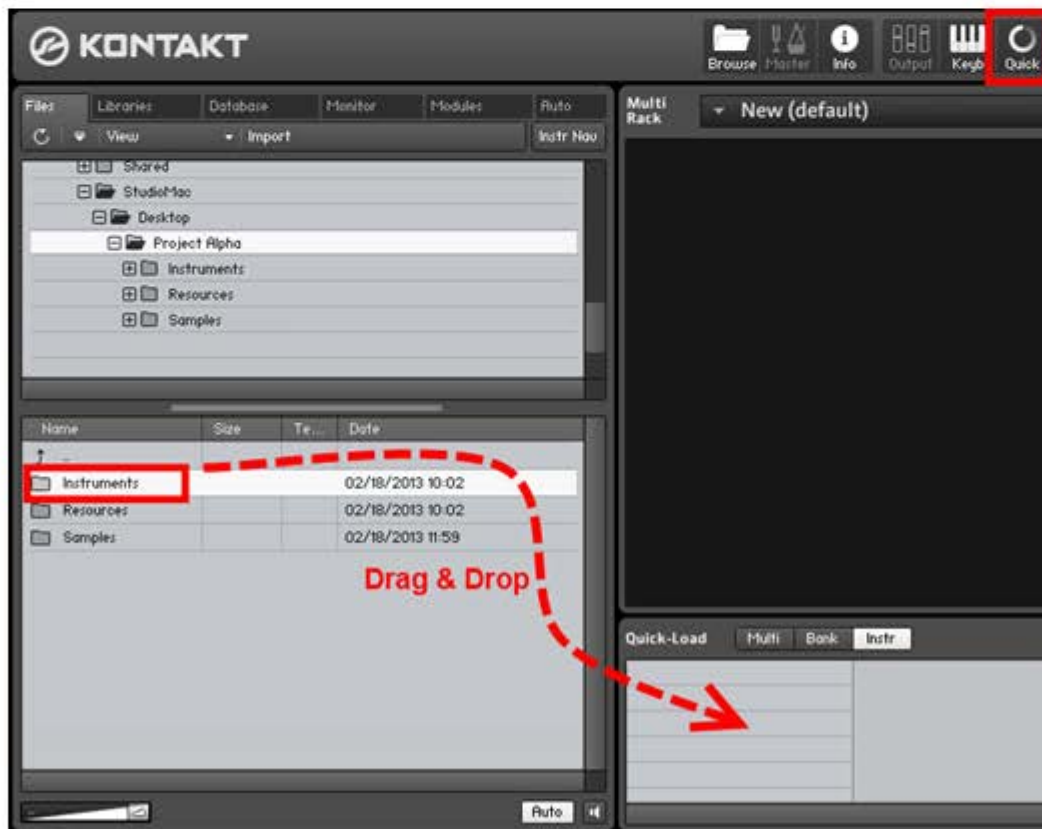
Installation

To use Project Alpha, please launch your Kontakt 5 application. Once inside Kontakt 5, please go to the **Files** tab and navigate to the location of your Project Alpha install.



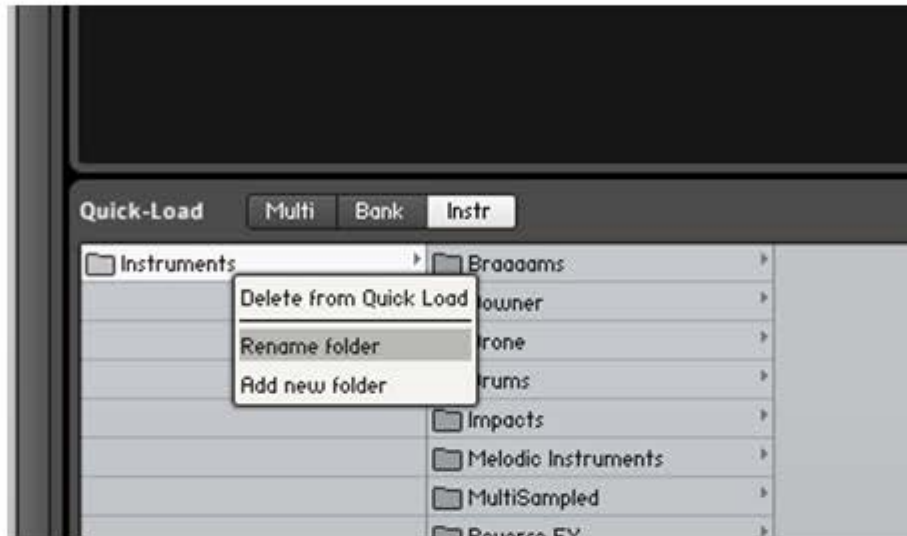
Click the **Project Alpha** master folder and the containing folders (**Instruments**, **Resources** and **Samples**) will appear in the window below.

Open up the Quick-Load Browser: either by clicking the **Quick** icon or by **right-clicking** in the main Kontakt window.



Click and hold the **Instruments** folder then **drag & drop** it into the **Instr** panel inside the **Quick-Load Browser**.

Right-click the **Instruments** folder in the **Quick-Load Browser** and select **Rename folder** from the menu. Call this folder **Project Alpha**. - Any structure edits or folder renames that occur in the Quick-Load Browser do not affect the actual contents on your hard drive. It is designed only to help you navigate your files easier.



Now you can simply select an instrument from the **Project Alpha** library and **double-click** it to load into your Kontakt window.



User Interface at a Glance

Project ALPHA's UI is based on a custom Kontakt script and allows for intuitive sound manipulation. This section provides an overview of its controls and parameters.



1. **FX Section** – Click the effect name to select the effect for editing. Click the LED light next to the effect to turn it on or off. Note that the Delay and Reverb are send effects and don't have on/off switches.
2. **FX Parameters** – This section provides various controls for the effect currently selected for editing in the FX Section.
3. **Send Levels** – These faders control the level of signal being sent to the convolution reverb and delay sends. The reverb send will be bypassed when the fader is all the way down.
4. **Parameter Feedback Display** – Displays the name and value of the parameter that is currently being modified.
5. **Step Counter** – Adjusts the number of steps that the step sequencer and gate will use. Click and drag the number up or down to adjust.
6. **Step Sequencer** – The bars adjust the velocity of each step. Steps with a velocity of 0 will be muted. The numbers below each step correspond to the notes being held at any one time. For

example, if you are holding down C – D – Eb – F –G (in that order from lowest to highest), C would be note 1, D would be note 2, Eb would be note 3, F would be note 4 and G would be note 5, or vice versa depending on the pattern direction selected.

7. **Pattern Direction** – Changes the direction of the step sequencer numbers. In the example above, if the Pattern Direction is set to “UP,” C would be note 1 and G would be note 5. If Pattern Direction is set to “DOWN, G would be note 1 and C would be note 5. Click and drag up or down on the label to switch between modes.
8. **Step Sequencer and Gate Rate** – Changes the tempo-synced speed of the step sequencer or gate. Both have separate rate controls.
9. **Step Sequencer/Gate Selection** – Click on STEP SEQ or GATE CTRL to switch between the step sequencer and gate pages. Click the LED’s to turn the step sequencer and gate on or off.
10. **EQ/ADSR Selection** – Click on the switch to select either the EQ or ADSR sections for editing.
11. **Master Volume** – Adjusts the volume of the patch.
12. **EQ Section** – Adjusting the knobs will boost or cut the EQ of the patch.
13. **ADSR Section** – This section provides ADSR envelope controls for both the Amplifier and Filter (note that the ENV Amount in the Filter FX Parameters will need to be turned up in order for the filter ADSR envelope to have any effect).
14. **Rhythmic Gate** – The bars adjust the volume of each step in the pattern.

Thanks

Daniel would like to thank the following people, without whose contributions, support and generosity, Project ALPHA might never have happened: Ryo Ishido, Blake Robinson, Ian Livingstone, Joris De Man, Mick Gordon, Matt Bowdler, Stephen Baysted, Andrew Morgan Smith, Or Kribos, Gabriel Shadid and Jack Wall.

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*And of course, thanks to **YOU** for using and supporting Project ALPHA!*