



**P R O J E C T
BRAVO**

MODERN CINEMATIC SOUND DESIGN
PRODUCED BY DANIEL JAMES AND AARON FRENSLEY

End User License Agreement

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- 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 BRAVO's sound samples into video game soundtracks.

You are **NOT** allowed to:

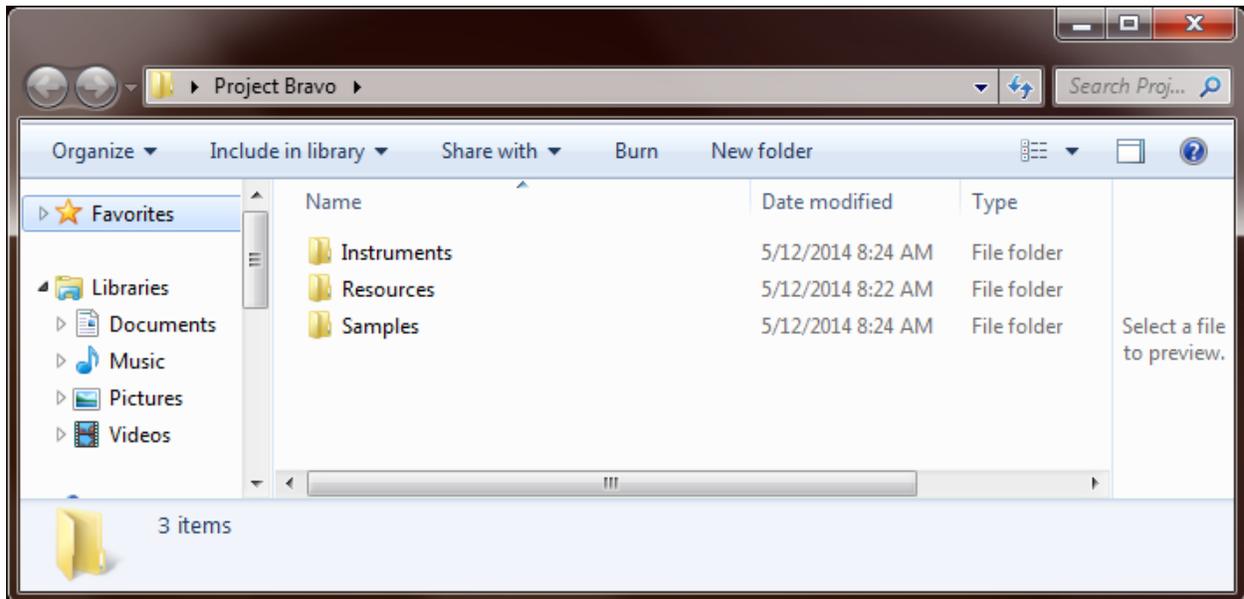
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- Sell Project BRAVO or its audio samples
- Distribute Project BRAVO or its audio samples in any way.
- Use Project BRAVO's audio samples or patches to create other sample libraries.

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Installation

After purchasing Project BRAVO, you will receive an email containing download links to both the instruments and samples archives. Extract ProjectBravo_v1_InstResources.zip to your desired location on your hard drive. Extract ProjectBravo_v1_Samples.zip to the newly created Project BRAVO folder. Make sure that your extraction program didn't create any extra folders.

Your Project Bravo folder should look like the following:



Loading Patches

Project Bravo is open wav and will not show up in Kontakt's 'Libraries' tab. To load patches, you can point Kontakt's file browser (the 'Files' tab next to 'Libraries') to your Project Bravo > Instruments folder and load the instrument files contained in the various category sub-folders. Alternatively, you can drag and drop the nki files from Explorer (or Finder, if you're on a Mac) directly onto the Kontakt rack.

User Interface

Project BRAVO'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.



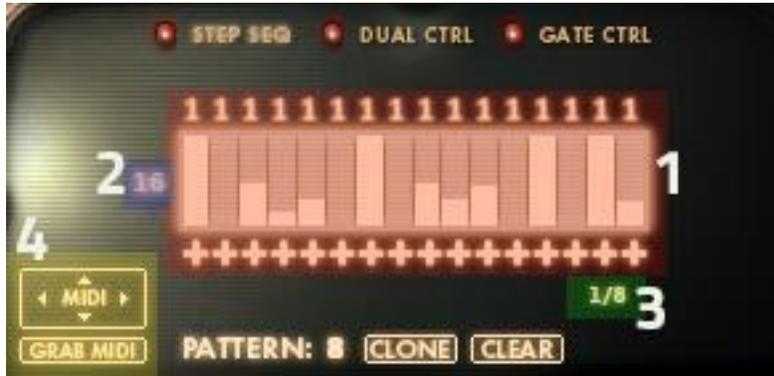
1. **FX Section** – Click the effect name to select the effect for editing. Click the LED light next to the effect to turn it on or off. Note that the Delay and Reverb are send effects and don't have on/off switches.
2. **FX Parameters** – This section provides various controls for the effect currently 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. **LFO Section** – Use the switch to select either the Filter or Amp LFOs for editing. The rate knob controls the speed of the selected LFO, while the INT knob controls the amount of effect the LFO will have. Click on the shape selectors to the left of the rate knob to change the shape of the selected LFO.
5. **3 band Equalizer** – The knobs represent the 3 bands of the EQ. The slider below determines which EQ parameter the knobs will control (**F**requency, **W**idth, **G**ain).

6. **Feedback Compressor** – The input knob adjusts both the level of signal going to the compressor and the threshold. A higher setting will result in more compression. The ratio knob determines how much to compress the signal that exceeds the threshold. Turn it to the right for more compression. A setting all the way to the left will result in no compression. The attack knob tells the compressor how long to take to reach full compression after the signal exceeds the threshold. The release knob tells the compressor how long to take for the compressor to return to no compression. The makeup knob will add gain to the signal coming out of the compressor. The mix knob controls how much processed signal will be heard compared to dry signal. Turn it all the way to the right to hear only the compressed signal, and all the way to the left to hear only the dry signal. For more information on the Feedback Compressor and how it works, please take a look at the ‘Kontakt 5 Manual Addendum’ provided by Native Instruments with Kontakt 5.
7. **ADSR Section** – This section provides access to ADSR envelopes for the **Pitch**, **Amp**, and **Filter**. Use the slider to the left to select the envelope for editing. The A knob controls the attack of the envelope (How long it takes the envelope to reach full volume or effect after a note is pressed). The D knob controls the decay (how long it takes for the envelope to reach the sustain level). The S knob controls the sustain (the level that at which the envelope will stay until the note is released). The R knob controls the release (how long the envelope will take to reach no effect after the note is released) and the INT knob controls the amount of effect the envelope will have. Note that the filter envelope will have no audible effect unless the filter is enabled in the FX section and the cutoff is set lower than max.
8. **Sequencer Selection** – Project Bravo features 3 sequencers. A step sequencer, dual control and gate control. Click on the names to select the sequencer you wish to edit, and click on the LEDs beside the names to turn them on or off. The sequencers are described in more detail later in this manual.
9. **Pattern Section** – Each Project Bravo patch can contain up to 8 patterns. It is important to note that *these patterns are global to all 3 sequencers*. Click and drag up or down on the pattern number to change patterns, or use the pattern select keys (C-2 thru G-2) to select patterns live. The clone button will clone the current pattern to the next pattern (and overwrite it in the process, so be careful). The clear button will clear the current pattern.
10. **Parameter Feedback Display** – This display provides feedback on the parameter being changed.

The Sequencers

This section will explain each of Project Bravo's 3 sequencers.

Step Sequencer



1. **Step Table** – Adjust the vertical bars to set the velocity for each step. A velocity of 0 will result in a rest. The numbers above the bars controls which note out of the held notes to play for each step. For example, if you hold down a C major triad, a note number of 1 will be C, a note number of 2 will be E and a note number of 3 will be G. Click and drag up and down on the numbers to change them. The sliders below (that look like plus symbols in the picture above) control the panning for each note. Click and drag left or right on them to change the panning.
2. **Length Selector** – Click and drag up and down on this number to change the number of steps (a max of 16) that the step sequencer will cycle through before returning to the first step.
3. **Step Rate Selector** – Click and drag up and down on this selector to change the tempo of the step sequencer.
4. **Grab and Drag MIDI** – This can be used to capture the sequence of notes that the step sequencer will produce into a MIDI file. To do this, first ensure that your transport is stopped (so that the patch isn't receiving any outside midi notes, unless you intend to capture from a sequenced chord). Hold down the chord you wish to use for the sequence. While holding the chord, click on the Grab MIDI button. This will activate the MIDI Drag button. You can then drag the generated MIDI file into your DAW or onto your hard drive by clicking on the MIDI drag button and dragging. Note that this only captures note and velocity information. Panning will not be captured.

Dual Control



1. **Step Tables** – The Dual Control is essentially 2 LFOs (one forward and one backward, or inverted) controlling the cutoff of a Low Pass Filter (this is a separate filter from the filter in the FX Section). The tables act as tempo-synced gate controls for the intensity of the 2 LFOs. The top table controls the intensity of the forward LFO while the bottom table controls the intensity of the inverted (backward) LFO. A step set to max volume will cause the LFO to have maximum effect on the cutoff, while a step at 0 will result in no effect on the cutoff.
2. **Length Selector** – Click and drag on this selector to change the number of steps the tables will cycle through before returning to the first.
3. **Step Rate Selector** – Click and drag up and down on this to change the rate at which the steps will be cycled through.
4. **LFO Rate Knobs** – These knobs control the rate of the 2 LFOs (not to be confused with the rate of the step tables themselves, which is set by the length selector).
5. **Filter Cutoff and Resonance** – The left knob controls the cutoff of the Dual Control's LP Filter. The right controls the resonance.
6. **Stomp Button** – Clicking this button will engage a fuzz pedal effect after the LP filter, allowing for acid-y or squelchy/screaming sounds.

Gate Control



1. **Step Table** – The gate controls the volume of the patch in a tempo-synced fashion. The bars adjust the volume for each step in the pattern.
2. **Length Selector** – As in the other 2 sequencers, click and drag to change the amount of steps to cycle through before returning to the first.
3. **Step Rate Selector** – Also as in the other 2 sequencers, click and drag to change the rate of the step table.