

kikzilla manual

Thanks for your interest in kikzilla - enjoy the ultimate rumble machine.

Content

__About kikzilla

__How it works

__Parameters & Controls

__Freeze Function

__Drag&Drop

__First start, buying and registering

__Additional Infos

About kikzilla

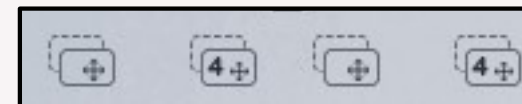
It's always been a dreadful routing job to add rumbling to a kick drum. Depending on your DAW you had to route your kick drum track to a send track, insert a reverb there followed by a side chain controlled gate etc. Or something alike ... mostly worse. That's why we built kikzilla to create rumbling in a simple way. And of course we didn't stay with a replica - we've added useful functions like freeze, drag&drop and reverse playout (see below). We tamed the beast - now it's at your command! Btw.: kikzilla isn't limited to kick drums. Try it even on HiHats or claps. Or maybe you'll find some new fields of application?

How it works

The plugin's input signal is routed to a reverb followed by a gate which is controlled/triggered by the input signal - just as mentioned above. And of course there's a low pass filter (12/24 dB) and a distortion unit to create real rumbling noise. An EQ helps to pick your favourite frequency bands. A disadvantage of the processing chain up to here might be that it might take some time to "fill up" the reverb. So the rumbling for the first kicks track might not be as cool as for the later ones. That's why we added the freeze function. Just let your DAW play your track till kikzilla sounds like it should - then press:

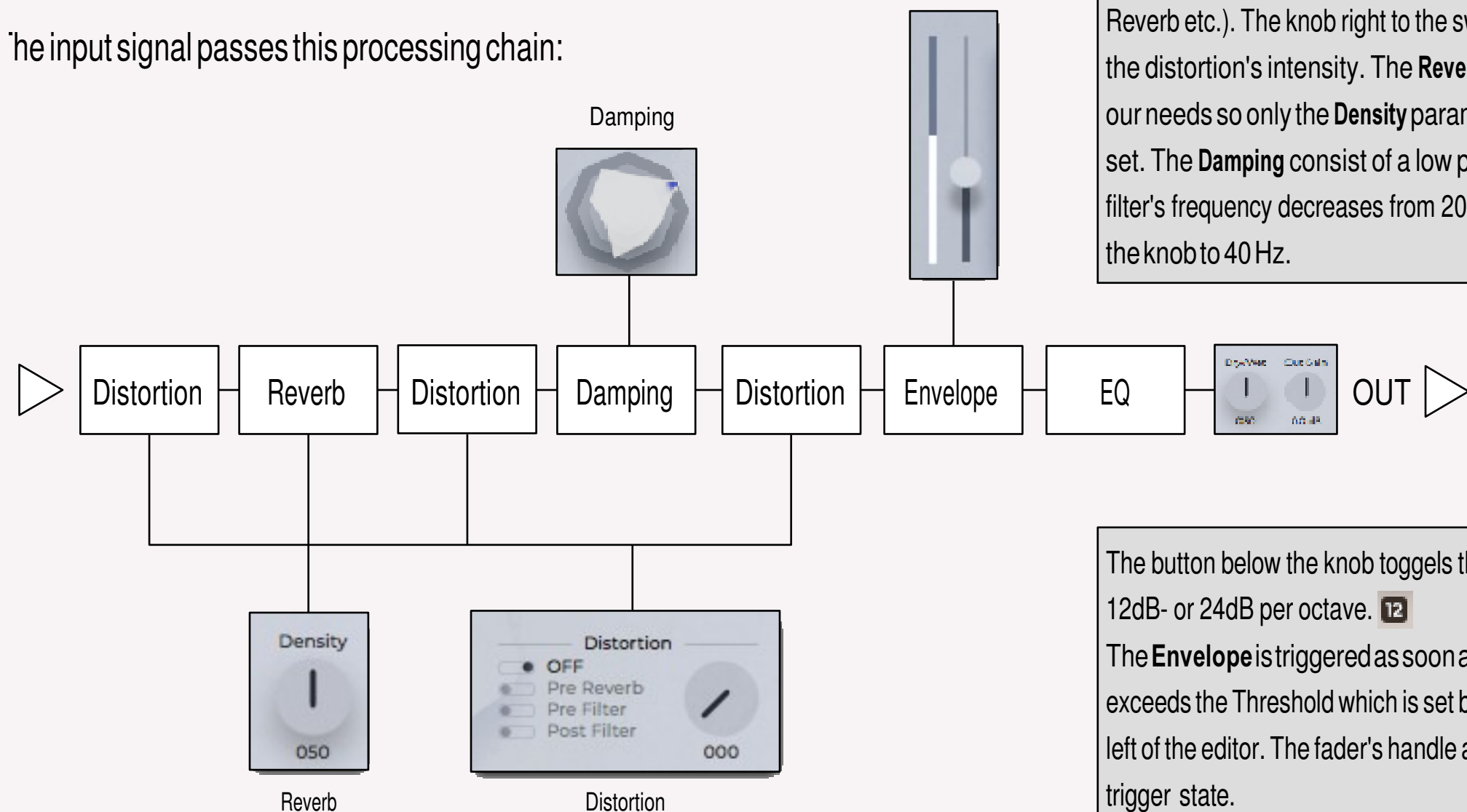


The rumbling sound now will be recorded from the next kick (or whatever) coming in. This recording will be replayed now for every trigger as long as the replay or reverse replay button is switched on. The frozen rumble will be saved with your project or in a preset - ready to rumble when you reload kikzilla. kikzilla also allows to drag & drop a frozen rumble sample to your DAW. Forward or reverse, single sounds or even 4 beats:



Parameters and Controls

The input signal passes this processing chain:



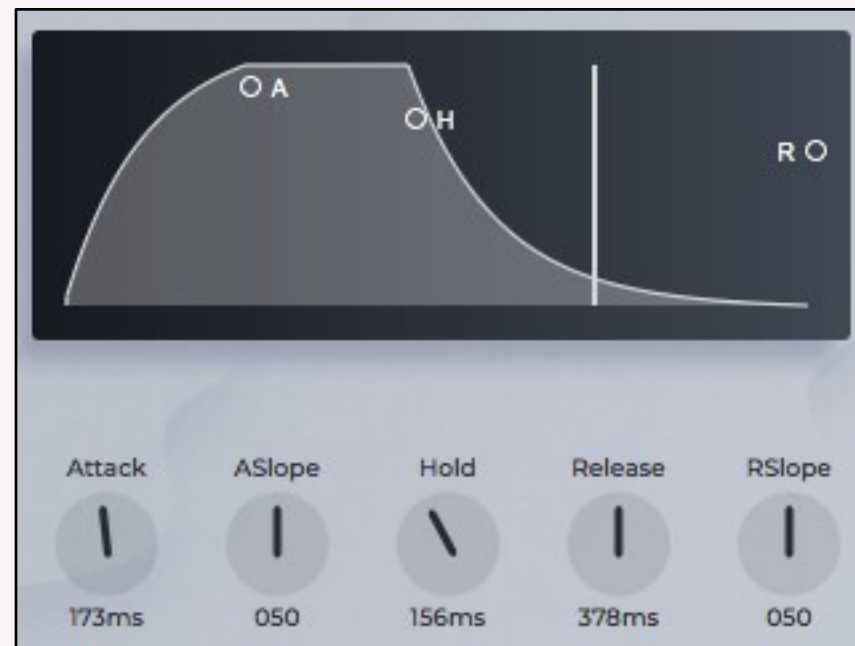
Of course only one or none of the **Distortion** units is enabled which is controlled by the switches (OFF, Pre Reverb etc.). The knob right to the switches controls the distortion's intensity. The **Reverb** is preset to fit our needs so only the **Density** parameter has to be set. The **Damping** consists of a low pass filter. The filter's frequency decreases from 20kHz on the left of the knob to 40 Hz.

The button below the knob toggles the filter type, 12dB- or 24dB per octave. **12**

The **Envelope** is triggered as soon as input volume exceeds the Threshold which is set by the fader on the left of the editor. The fader's handle also shows the trigger state.

Parameters and Controls

The **Envelope** can be controlled by the handles in the Envelope View, or by the knobs below it.



Drag the handles while pressing the left mouse button to set the amount of Attack-, Hold- and Release times. Drag A(ttack) or R(elease) using the right mouse button to set the slopes. The white line marks a beat's end. From here the next beat's rumble might overlap.

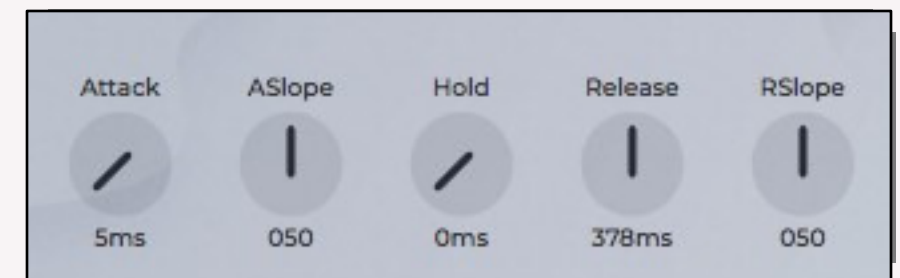
Parameters and Controls

Drag the handles in the **EQ View** to control the EQ's filters.



Use the left mouse button to set a filter's frequency and gain.
Use the right mouse button or the mouse wheel to change it's bandwidth/Q.

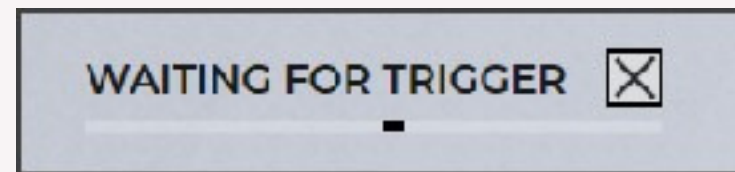
Using Knobs Knobs can be fine tuned by holding the Shift button while dragging. Press the button Control (Win)/CMD (Mac) and click a Knob to reset it to it's default state. Hold the Alt(Win)/Option(Mac) key while dragging to enable circular mode - the knob's mark will follow the mouse pointer in this case.



Freeze Function



1. After pressing the freeze button kiltzilla will wait for the next trigger to start the envelope so a rumble sample can be recorded.



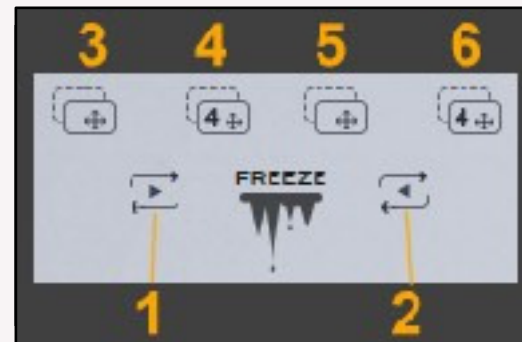
2. If your DAW is not in play mode, or the input signal is too low to exceed the threshold and cause a trigger kiltzilla will stay in this mode until you stop it by clicking the x button.



3. When a trigger appears the plugin records a sample of the envelope's length.

Freeze Function

4. After freezing kikzillas editor shows some additional buttons:



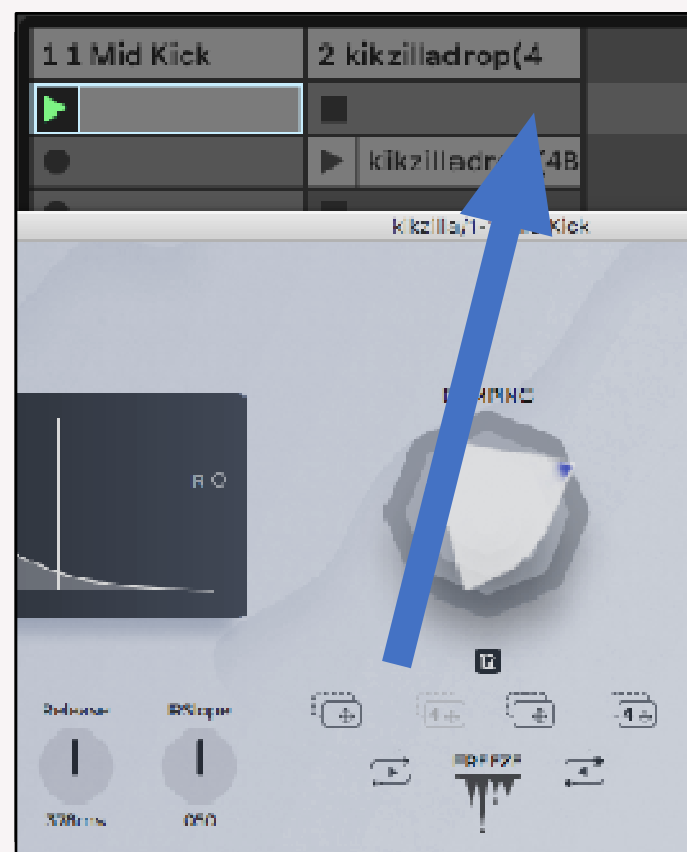
- 1) Replay sample,
- 2) Reverse Replay,

drag&drop section:

- 3) Drop a single beat
- 4) Drop 4 beats
- 5) Drop a Reverse beat
- 6) Drop 4 Reverse beats

Drag&Drop

Drag one of the four Drop Buttons to your DAW's track view to drop the Samples.



In Replay mode most of the controls are disabled. You can't change the envelope of a replayed sample nor it's contained filtering, EQing or distortion.

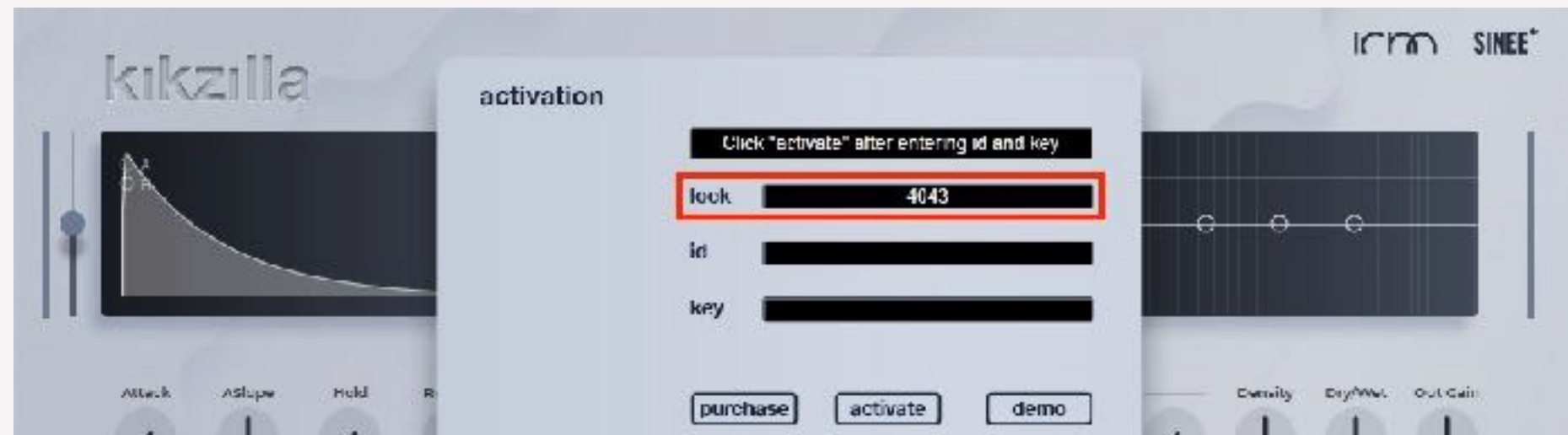


First start, buying and registering

As long as the plugin hasn't been registered there is a splash screen popping up to remind you to register your plugin. If you want to demo the plug in press the button Demo. The plugin can be tested in full functionality. Only a friendly voice reminds you from time to time that the plugin is in demo mode.

To buy kikzilla visit: www.sinee-audiotools.com

Or click on the Purchase Button on kikzilla's registration page.



Click "activate" after entering id and key

lock [REDACTED] #####

Productregistration

Please enter the data for which the respective product (Kikzilla) is to be registered.

Firstname* Lastname*

Email*

Björn

Torwellen

Lock code of the product*

Lock code of the product

* Required

Continue with next step

After the payment is made you receive an e-mail from info@ismism.de on you PayPal e-mail address. If the lock is not supplied before making the payment it takes up to two working days to supply you with the registration data. If you haven't receive the e-mail within 15 minutes after the payment has been sent, check your spam folder in your mailbox. Especially gmail is prone to remove mails occasionally to the trash can or the spam folder. If the e-mail is in the inbox, you can continue registering kikzilla. **Go to the register splash screen, enter the missing information in the appropriate fields and press Activate.** If the registering informations are valid and accepted, you should restart your Host Application/DAW.

Additional Infos

In some rare cases it might be necessary to reboot the whole computer. Kikzilla has been beta tested to the bone. As you might be aware, this world is neither perfect nor we can test each single situation or configuration. Our advice is to download the plug-in run it in demo mode and test it, before buying. In the unlikely case you encounter any issues with the product, please don't hesitate to contact us. We take care of business! We don't like bugs...

For support and technical issues send an e-mail to:

info@sinee.de

Product Idea & Concept

Björn Torwellen

SINEE GmbH

Coding and Audio-algorithms:

Thomas Rehaag

Intelligent Sound and Music