Twisted Tools III

TWISTED TOOLS | DRON-E CREDITS

A GIANT THANK YOU GOES OUT TO THE FOLLOWING ARTISTS WHO CONTRIBUTED TO MAKING DRON-E.

DRON-E was built and designed by Antonio Blanca.

Additional sound design and samples created by:

Antonio Blanca

http://www.antonioblanca.com/

Pnortnaomi

https://twitter.com/pnortnaomi

Bronto Scorpio

http://soundcloud.com/bronto-scorpio

Anthony Distefano

http://soundcloud.com/anthony-distefano

XMAS Snapshot Bank and Map Credits

Snapshots Sound Design: Antonio Blanca

Samples by:

Antonio Blanca

Twisted Tools (using the following libraries):

Analogue Microcosm:

http://twistedtools.com/shop/samplepacks/analogue-microcosm/

Metamorph:

http://twistedtools.com/shop/samplepacks/metamorph/

Transform:

http://twistedtools.com/shop/samplepacks/transform/



The included DRON-E library is free to use for commercial or non-commercial music, film and multi-media works by individuals (single users). You may not redistribute these samples in any way, shape or form or claim credit for the material in its raw unaltered form or outside of a greater body of work. You may not redistribute this product. You may not use the included audio material to make other sample libraries.

LEGAL

All software discussed in this manual is issued as is and the software described in this manual comes with no warranty. We are not be responsible for any lost data, hardware problems or financial loss incurred as a result of using this software. If you are unsure as to how to use this software, don't use it. Any information in this manual is subject to change without notice and nothing in this document represents a commitment on the part of Twisted Tools, LLC. All the software described by this document is copyright Twisted Tools. All product names and company names mentioned herein are TM or registered trademarks of their respective owners. The software described by this document is subject to a License Agreement and may not be copied to other media. You may not share this software with anyone or any entity, such as torrent sites without violating the terms of use.

Twisted Tools™

San Francisco, CA

USA

TABLE OF CONTENTS

DRON-E README

1.	ABOUT DRON-E	6
2.	XMAS SNAPSHOT BANK AND SAMPLE MAP	6
3.	SOUNDCLOUD GROUP	7
4.	ARTISTS ON DRON-E	7
5.	VIDEO TUTORIALS	7
6.	DRON-E IN THE NEWS	8

TWISTED TOOLS | DRON-E

README

1. ABOUT DRON-E

DRON-E is a Reaktor Instrument that specializes in creating ambient, generative, abstract and cinematic soundscapes or drones. DRON-E's flexible parameters and controls are perfect for creating everything from delicate atmospheres to complex walls of sound.

Included in the latest version are two custom created sample maps of acoustic and synthetic instruments, as well as field recordings custom designed for use within DRON-E. If you'd prefer to use your own sounds, you can load your own samples and venture into unknown sonic territories. In addition to the pre-established modulators and controls, it's possible to easily use your own modulators built in Reaktor. This means that you can connect things like sequencers or break-point envelopes using the EXT option, and use MIDI or OSC signals to further shape your sounds.

2. XMAS SNAPSHOT BANK AND SAMPLE MAP

Version 1.5 of DRON-E features a brand new sample map and snapshot bank from Twisted Tools and Antonio Blanca. This brand new sample map and snapshot bank are available within the download inside the folder called 'XMAS SNAPSHOT BANK AND SAMPLE MAP'. You will need to load both the snapshot file and the sample map into DRON-E.



For instructions on how to load maps and snapshots, please see the guide entitled Importing and Exporting Maps and Snapshots.pdf found inside the documentation folder.

3. SOUNDCLOUD GROUP

If you make something interesting using DRON-E, be sure to upload it to the DRON-E soundcloud group and share your creations with the world! http://soundcloud.com/groups/dron-e

4. ARTISTS ON DRON-E

"DRON-E is brilliant. Perfect for creating the sonic mayhem soundscape, it's a must have ensemble" Music Composer for Mass Effect 3, Tron Evolution, Borderlands series, Quake series, Prototype and many more"...

Sascha Dikiciyan

http://sonicmayhem.com/

" I find DRON-E to be a really flexible way of creating ambiences and soundscapes that are way outside of the norm and it gives you so many options to manipulate the sound in really interesting and innovative ways. I used it a good bit for making ambiences and alien soundscapes in <u>Killzone Shadow Fall</u> and I will definitely continue to use it on future projects..."

Lewis James, Lead Sound Designer

Guerrilla Games, Sony Computer Entertainment, Amsterdam.

5. VIDEO TUTORIALS

Video Tutorial by Brent Kallmer from Bluewatervst.com http://www.youtube.com/watch?v=475YcWJ1Eho

Video Tutorial Tips 1- Connecting External Modulators: http://www.youtube.com/watch?v=8P5mnGm4Qy4

6. DRON-E IN THE NEWS

http://musicforlandscapes.blogspot.com.es/2012/11/antonio-blanca-dron-e.html?spref=tw

http://www.bluewatervst.com/antonio-blancas-dron-e-the-reaktor-visionarys-newest-creation/

http://celiar.blogspot.com.es/2012/11/antonio-blanca-dron-e.html

http://www.nireaktor.com/reaktor-tutorials/reaktor-ensemble-dron-e/