

ROOT STUDIO
SOUND LIBRARY

CREAKS N FREAKS

BREAKS 'N FREAKS

The sounds described in this manual are subject to the license agreement. No part of this publication may be copied, reproduced or otherwise transmitted or recorded, for any purpose, without prior written permission by root studio.

© Stefan Schramm, 2021. All rights reserved.

For more information, late breaking news, etc., visit <http://www.root-sounds.com>

Table of Contents

Welcome.....	4
Format and compatibility.....	5
Installation.....	6
About the instruments.....	10
License agreement.....	12
Credits.....	13

Welcome

Congratulations on your purchase of Creaks 'n Freaks!

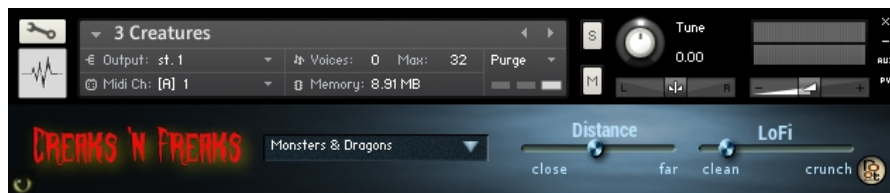
This library was created so that you can instantly create a subtle (or not-so-subtle) acoustic setting for mystery and horror scores, be it for cartoon fun or dead serious. You can quickly layer a few textures and sound effects from this library and your listeners will have no doubt as to what genre they are listening to.

Before you torture your ears and imagination with the sounds of this library, please take a moment to read this guide. It offers a detailed look at the library contents and technical details. We sincerely hope that our library will prove to be a great source of inspiration for your projects! If you have any questions, comments, or suggestions for future sample library projects, we'd like to hear from you. You can contact us at info@root-sounds.com.

Format and compatibility

Creaks 'n Freaks instruments come in these formats:

- .exs format for the EXS24™ (Apple Logic Pro, Garageband)*
- .nki format for Native Instruments Kontakt™, v.3.5 or higher¹
- .nki format with GUI for Native Instruments Kontakt™, v5 or higher



Kontakt GUI, shown above, requires at least v5.0

To use the library, you need to own at least one of the above products (or one that can read/import one of these file formats).

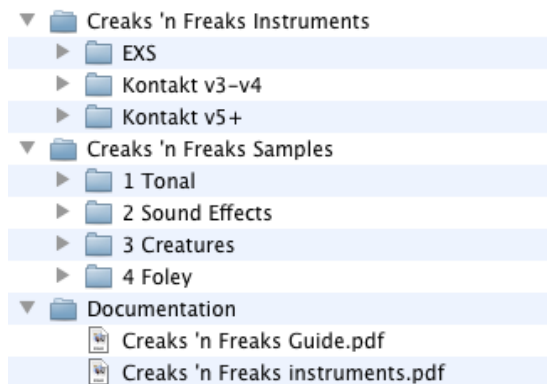
*All trademarks and trade names belong to their respective owners.

¹All Kontakt instruments require a full version of Kontakt. The free Kontakt player will only play the sounds in demo mode for a limited period of time.

Installation

After you downloaded the archives, you need to unpack them first. Depending on your system, this may happen automatically after downloading. Otherwise, simply double click the archives. After unpacking, you may delete the packed archives. Better yet, store them on a backup drive, should you wish to install the library again at a later date.

After unpacking, the master library folder should look like this:



If you do not require all supported instrument formats, you may delete the extra sampler instrument definitions to keep the instruments folders easier to manage; however, unused formats are usually filtered out by the plugin browser in your DAW anyway, therefore the extra files may not even appear when loading sounds. They are also small files and do not use much disk

space.

It is highly recommended that you use a separate hard disk for audio files in addition to your system drive. If you have only a single hard drive, like on a portable computer, then of course you can also use that. You may not be able to play back as many tracks and instruments smoothly, however.

Installing for EXS24 mkII on Macintosh

The EXS24 mkII expects its instrument definition files in this specific location:

HD/Library/Application Support/Logic/Sampler Instruments

You may store your instruments in another place (like an additional hard drive), but then you must place an alias or shortcut of the instruments folder only in the above location by dragging it while holding down cmd-alt (cmd-option), otherwise the EXS24 will not find it. **Caution:** Avoid dragging the entire library folder (or an alias) to this location, otherwise Logic will scan all the samples on startup as well, significantly increasing scanning time. The best thing to do is to create a folder named **Creaks 'n Freaks** in the above location first, then cmd-option drag the instruments folders to this folder to create aliases or shortcuts. This will keep your hard disk organized and the drop down menu in the EXS24 tidy and speed up scanning time when launching Logic. Avoid moving instruments and samples around inside the library folder, because this will break the link between them.

Installing for NI Kontakt (Macintosh and Windows)

Drag the library folder to where you keep your other Kontakt libraries. Avoid moving instruments and samples around inside the library folder, because this will break the link between them. You may then need to manually search for samples when you are trying to load an instrument inside Kontakt.

If Kontakt keeps asking you to locate the samples, please see our online video tutorial on how to fix this at root-sounds.com.

For maximum compatibility, the Kontakt instruments come in two formats.

- single instrument .nki files for backwards compatibility all the way back to Kontakt 3.5.
- grouped instruments, one for each main category (Tonal, Sound Effect, Creatures, and Foley) and some basic processing. These require Kontakt 5.0 minimum. Note that the keyboard shown on the bottom of Kontakt's window normally displays all keys in blue that have sounds associated with them. You will find that this is not the case with Creaks 'n Freaks. This is because the range shown reflects the entire range of the group (like Tonal, Creatures, etc.), not just the instrument you select with the drop-down menu in the interface. Again, please refer to the enclosed mapping guide or just experiment.

About the instruments

To be consistent with the naming conventions of the software plugins, we call all keyboard layouts 'instruments', even if they contain unpitched sound effects. For detailed mapping descriptions, please refer to the enclosed mapping guide. As a general rule, though, you might want to keep the following in mind:

- Most instruments that contain sound effects, rather than musical content, use white keys only.
- All such layouts start on C2 (MIDI note 36) which is two octaves below middle C.
- Additional variations of sound effects start one octave higher. In other words, if you play any C above C2 and it does not make a sound, there's no need to try any higher keys, as you have reached the end of the keyboard map.
- Some instruments have many different samples, some have only a few or even just a single one.

To help you navigate around the Creaks 'n Freaks library, we've grouped the instruments in 4 categories:

Tonal

Some more, some less tuned instruments to compose your personal funeral. Here, you will find instruments with mostly pitched content or played like other keyboard instruments, such as the Eerie Piano or Water Percussion.

Sound Effects

From sublime to gross, this will add anything from slight unease to outright horror to your tracks. This category contains some dense atmospheres and some are hair raising effects.

Creatures

Whether real or imagined, these are the kind you don't want to meet. Some of them are straight or processed recordings and could even be in the foley section, but for clarity, they are all grouped here. Some creatures were artificially created. Just have a listen and be surprised.

Foley

Scoring to picture or creating an audio book? These effects let you easily add real foley sounds to your audio and are meant for dubbing to the soundtrack of pictures, so they contain little or no processing (but of course you can add some).

License agreement

Usage of the samples in the library ("the sounds") is subject to this license agreement. By using the sounds, you agree to all the terms and conditions of this agreement.

The samples and sounds contained in this library are licensed, not sold to you. This non-exclusive, non-transferable license is granted only to the individual end user who has purchased a license from root-sounds. All samples remain the property of root-sounds and are licensed only for use in the creation of a recorded or live performance that includes the licensed samples as part of a derivative musical work.

Use of the sounds in multimedia or games is limited to use within original musical compositions ("derivative work").

You may:

- use the sounds in the context of musical works without paying any additional license fees ("license free").
- store a copy of the sounds on another medium (DVD, hard disk, flash drive etc.) for the sole purpose of a backup copy.

You may not:

- copy, give away, trade, lend, rent, redistribute or resell the sounds to another party.
- post the sounds to another person or group of persons over the Internet, or place them in a network that is accessed by multiple users.
- create another sample library that includes our sounds, whether in modified or unmodified form.

Credits

Producer:	Stefan Schramm
Additional recording:	Andreas Mniestris
Assistant editor:	Constantin Altemeyer
Music Demos:	Jonathan Bridges
Graphic Design:	Stefan Schramm
Proofreading:	Anatol Locker