



Creaks 'n Freaks

MAPPING DOCUMENTATION

* Tonal *

Some more, some less tuned instruments to compose your personal funeral.

Eerie Piano

Moonlight through the cracked glass, cobwebs everywhere, and an ancient piano in the corner, covered in dust. Weak and eerie, ever so slightly out of tune and modulating subtly. Turn up the modwheel to intensify the of tune drift effect.

Eerie Piano - gliss up

Five upwards glissandi, played inside the piano with a guitar pick, mapped across the entire keyboard.

Eerie Piano - gliss down

Five downwards glissandi, played inside the piano with a guitar pick, mapped across the entire keyboard.

Eerie Piano - FX loop

Mix softly to create an unpitched low rumble. The loop is spread across the keyboard with the root note at C4.

Grotto Bells 1

C3 - C8: tuned bells across the keyboard with velocity crossfade

Grotto Bells 2

C3 - C8: tuned bell across the keyboard with velocity crossfade

Grotto Bells 3

C3 - C8: tuned bell across the keyboard with velocity crossfade

Grotto Bells 4

C3 - C8: tuned bell across the keyboard with velocity crossfade

Grotto Bells 5

C3 - C8: tuned bell with reverse fade effect across the keyboard

Grotto Bells 6

C0 - C8 (white keys): 4x soft rips spread across the keyboard.

Water Percussion

C2 - C8 (white keys): 43 percussive sounds with a distinct wet quality.

Hallucination

Are you waking up from a daze or are you being called by angels? Or perhaps devils?

C2 - E2 (white keys): 4 variations

Complex textures - pitch bias

Your one-stop instrument for instant threat. 6 complex patches spread across the keyboard. The patches are nearly tuned (although the pitch is somewhat obscured).

Complex textures - noise bias

Another one-stop instrument for instant threat. 5 complex patches spread across the keyboard. While similar to the pitch bias instrument, this one has no definite pitch focus, so it can blend better with other instruments.

Complex textures - evolvers

This variation on the complex patch theme features just two samples spread across the keyboard. The texture is less static than the other two patches in this set and is great for adding unmeasured thick textures to your horror score.

*** Sound Effects ***

From sublime to gross, this will add anything from slight unease to outright horror to your tracks.

Gauntly Wind

Is it the wind outside or a herd of Zombies breathing down your neck? Whatever it is, it's not pretty. The sound spreads across the keyboard, although it only consists of one sample, the root note being C3.

Scrapes Gong

- C2: Scraping a Chinese wind gong with a bow (continuous looped atmosphere)
- C3 - G3 (white keys): 5 scrapes with bow across a Chinese wind gong.
- C4 - G4 (white keys): 5 scrapes with bow across a Chinese wind gong, prepared with rattling objects.

Scrapes Ride

- C2 - G2 (white keys): 5 scrapes with bow across a ride cymbal (detuned)
- C3 - G3 (white keys): 5 scrapes with bow across a ride cymbal (natural pitch)
- C4 - G4 (white keys): 5 scrapes with bow across a ride cymbal, then stopped (detuned)
- C5 - G5 (white keys): 5 scrapes with bow across a ride cymbal, then stopped (natural pitch)

Scrapes Crash

- C2 - G2 (white keys): 5 scrapes with bow across a crash cymbal (detuned)
- C3 - G3 (white keys): 5 scrapes with bow across a crash cymbal (natural pitch)
- C4 - G4 (white keys): 5 scrapes with bow across a crash cymbal, then stopped (detuned)
- C5 - G5 (white keys): 5 scrapes with bow across a crash cymbal, then stopped (natural pitch)

Scrapes Splash

- C2 - G2 (white keys): 5 scrapes with bow across a splash cymbal (detuned)
- C3 - G3 (white keys): 5 scrapes with bow across a splash cymbal (natural pitch)
- C4 - G4 (white keys): 5 scrapes with bow across a splash cymbal, then stopped (detuned)
- C5 - G5 (white keys): 5 scrapes with bow across a splash cymbal, then stopped (natural pitch)

Fork Screeches

5 variations of fork screeching on various cymbals, spread across the keyboard.

Weird Bells

C2 - C4: Sample of continuous looped atmosphere on weird bells, spread across two octaves.

Frank 'n Lab

The mad professor's laboratory - comes pre-installed with dark looped atmospheres and a free bone saw.

- C2 - G2 (white keys): various looped room atmospheres
- C3 - F3 (white keys): 4x bone saw variations

Frank 'n Tools

If you would like to explore the lab some more, throw around some tools and smash things. Great for demented loop building!

C2 - F#5 (chromatic): 43 drops and hits

*** Creatures ***

Whether real or imagined, these are the kind you don't want to meet.

Monsters & Dragons

Digitally created or processed monsters - some larger than life. Definitely not the kind you want to corner!

C2 - F3 (white keys): hissing and spitting monster sounds

C4 - A4 (white keys): growling and snarling monster sounds

Dogs

You might want to send your dog out before you have a look yourself.

C2: Loop of vicious growling dogs

C3 - C4: 8 bark variations

Crows

Ubiquitous creatures around those deserted castles.

C2 - G2: 5 variations

Owl

C2: lower pitch, 3 round robin variations

D2: higher pitch, 3 round robin variations

E2: double attack, 3 round robin variations

Wolves

When the full moon is out, their sharp teeth will find you in the dark forest.

C2: calm howl loop

D2: agitated howl loop

C3, D3, E3: Single calls

Giant Boar

What the hell is that thing snorting in your back yard? A giant boar or a cartoon horror nightmare?

C2-A3 (white keys): 13 variations, increasing in length.

Scared little critters

Are they really scared or are they just calling all the others?

C2 - B2 (white keys): 7 variations, increasing in length.

Classic Ghost

Some ghosts are actually cute... until you tease them, that is.

C2 - E2: 3 variations (lo, mid, hi)

Tortured

Some undefined creature screaming in pain, slightly cartoon-ish.

C2 - G4 (white keys): 19 variations, sorted by length/intensity.

*** Foley ***

Scoring to picture or creating an audio book? These effects let you easily add real foley sounds to your audio.

Bad Weather

This might be a good day to stay inside.

C2: Rain, light (looped)

D2: Rain, heavy (looped)

E2: Rain, torrential (looped)

C3: Distant thunder rumble

D3: Distant thunder crack

E3: Close heavy thunder crack

C4: Heavy wind 1 (looped)

D4: Heavy wind 2 (more intense, looped)

Church Bells

Use these samples to tell what time it is, or that someone's last hour has struck. Plus, an atmosphere of dozens of distant church bells ringing. Seems like there are a lot of funerals going on.

C2-F2 (white keys): Clock tower, 1/2/3/4 chimes for quarter past, half past, three quarter past, and full hour

C3-B3 (chromatic): 1-12 hour chimes (normally preceded by a full hour chime on F2).

C4/D4: Clock tower, continuous ringing on two different bells, looped.

C5: Many distant churches ringing their bells all at once.

Iron Gate 1

A large iron gate, perfect for your personal dungeon.

C2 - B2 (white keys): 7x variations, more screeching

C4 - A4 (white keys): 6x variations, rattling and opening/closing

Iron Gate 2

Smaller than Iron Gate 1 with a different flavor. To the prisoner, it makes little difference.

C2 - G3 (white keys): 12x variations, more screeching

C4 - B4 (white keys): 7x variations, more rumbling

Grandfather Clock

A looped clock that ticks somewhat irregularly. Perhaps it hasn't been dusted off in years. The chime sounds pretty broken, too.

C2: Clock ticking loop

D2: Chime

Creaking door

You always knew there's something hiding in that room, didn't you?

C2 - F2 (white keys): 4x door opening

C3 - A3 (white keys): 6x door closing

C4 - E4 (white keys): 3x door slamming

C5 - F6 (white keys): 11x door creaking

Chain saw

Always keep one of these handy in case zombies decide to come looking for you.

C2, D2: false starts, 2 variations
E2: idling
F2: stop
G2: idling
A2: short revving, 1x
B2: short revving, 2x
C3: short revving, 3x
D3: medium revving
E3, F3: long revving, 2 variations

Screams

Gotta have some of these, because someone is always scared.

C2 - G2 (white keys): 5 variations

Axe chops

Are you into chopping wood or would you prefer something a little softer?

C2 - E3 (white keys): 10x chopping variations - the last two have wood falling off the block.

Foot steps - indoor

Scary slow steps in lower octave, normal steps in middle octave and fast running steps in higher octave. Plus wooden creaks above that - is there something walking around in the attic above?

C2 - G2: 5 slow variations with 3x round robin
C3 - G3: 5 medium variations with 3x round robin
C4 - G4: 5 variations with 3x round robin
C5 - B2: 7 variations

Footsteps - outdoor 1

On gravel - slow steps in lower octave, normal steps in middle octave and fast running steps in higher octave.

C2 - G2: 5 slow variations with 3x round robin
C3 - G3: 5 medium variations with 3x round robin
C4 - G4: 5 variations with 3x round robin

Footsteps - outdoor 2

On leaves in forest - slow steps in lower octave, normal steps in middle octave and fast running steps in higher octave.

C2 - G2: 5 slow variations with 3x round robin
C3 - G3: 5 medium variations with 3x round robin
C4 - G4: 5 variations with 3x round robin
