



ASTEROID

Soundbank Manual

Software Version 1.0

EN 210621

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Introduction



Asteroid Cinematic Rhythm and Effect Designer

Asteroid is a creative tool for developing powerful, rhythmic and evolving sequences, percussions, transitions, effects and more. Load up 7 sample layers with an incredible collection of sounds from a wide range of sources including orchestral percussion, effects, electronic and acoustic drums, foley, and found sounds. A deeply-configurable editor allows you sculpt each sound, mix spatially, add multi-fx, master eq and dynamics, and create rich and evolving sequenced sounds with 128 steps of velocity, pan, pitch, decay, reverb, and delay, discretely per-track.

With a fast and intuitive workflow, deep sound library, and a huge selection of inspiring presets, Asteroid is a rewarding and powerful tool for composers, sound designers and musicians alike.

WORKFLOW

Asteroid has been designed to give you everything you need to make complex, layered, and incredible sounding rhythmic impacts, sequences and effects in an intuitive and easy to use interface. Browse from hundreds of included kits and sequenced presets and quickly adjust to taste, or start from scratch and explore an endless supply of configurations with the randomizer.

Adjust every detail of your sound on the Edit page, from sample selection, volume and effect sends, to spatial mixing, transient controls, eq, multi-fx and more. Play each of the 7-layers discretely or create massive sequenced phrases with a full selection of bus effects to master your sound, all without ever leaving the interface.

STRUCTURE

At a high-level Asteroid is a 7-track sample player with a massively powerful integrated sequencer and deeply-customizable effects. Tracks can be loaded from a specially curated library of sounds designed for use within Asteroid, with global or per-track sample randomizers for instant inspiration. Choose from a stereo mix or multi-out (each track to a separate out for further processing), quickly dial-in a massive sound with Thrust, and use the modwheel-mapped Velocity for continuous control over the dynamics of your sequence.

Each track offers control over volume, spatial panning (left-to-right and near-to-far), width, bypass, mute, solo and effect sends for reverb and delay. Select a track and you'll find everything you need to precisely sculpt (or radically transform) your sound in the edit tray, including discrete transient shaper (with reverse mode), +/- 48-semitone pitch control, 4-voice unison, eq with air and sub bands, a multi-fx unit with drive, bitcrusher, frequency shifter, phaser, and flanger, and a repeater.

Once you've configured your 7 tracks, it's time to master your overall sound using Asteroid's bus effects. With studio-grade IR-based reverb, digital delay, 3-band EQ with sweepable crossovers, compressor, and limiter, you have full creative control over environment, range, dynamics, and impact of your sound. Place your sound in the mix with EQ, glue your elements together with a bit of reverb and compression, or crank the limiter to epic, you'll find everything you need without leaving the UI.

Rhythm and motion can be added to your sounds by way of the integrated sequencer page. Utilize 128 steps each for velocity, pan, pitch, decay, reverb, and delay to create rich and sophisticated sounds that go well beyond sample layering - into spaces typically reserved for complex parameter automation in a DAW. All of that movement can easily drawn in and preserved as a sequencer preset. Mix and match sequencer presets with other sound configurations, share them with collaborators, or save them for future use.

SOUND, DESIGNED

The sound library of Asteroid has been meticulously recorded and curated to provide a wealth of inspiring and useful material for years of sound design. From exclusive field recordings, foley, synthscares and textures, to effects, electronic and acoustic drums, orchestral elements and more.

A massive selection of acoustic and electronic drums, and orchestral percussion sounds are included, paired with the integrated sequencer make Asteroid an immensely powerful rhythm and drum machine in its own right. Create nuanced rhythmic phrases, accentuated builds, or create massive layered hits with ease.

New field recordings and foley were captured to provide organic elements and timbre diversity, allowing for the creation of rich and highly-detailed sounds. From human thigh slaps to car hood clanks, handpans to swords, rubber gloves to rocks in a cave, you'll find hundreds of inspiring sounds with exacting presence and clarity.

Deep, easy to use, massively editable, and absolutely crammed with professionally designed sounds and presets, Asteroid delivers an endless source for sound design inspiration, from nuanced transitions to epic cinematic percussion and impacts.

Minimum System Requirements

- Latest version of UVI Workstation or Falcon
- 7.1 GB of disk space

For more information on the installation process, please refer to the document: [Soundbank Installation Guide](#)

MAIN Page



1 ▶ Presets

Select a global preset for Kit (top) and Sequence (bottom) from the pull-down menus, or browse them with the Prev/ Next buttons

[≡] menu at the right gives access to Save and Load commands, storing current settings as a new patch which can be shared or recalled later.

Note: Patches are saved in XML format, which can only be loaded using the Save/Load function through the interface

2 ▶ Page Navigation

Change current page: Main, Edit, FX, and Seq

3 ▶ Mixer

7 tracks with individual audio meters

- » **Power** Turn the track on/off
- » **Solo** Solo monitor the track
- » **Volume** Adjust the level of the track
- » **Sound Icon** Click to change the currently loaded sound

4 ▶ Master Volume

Output Gain w/ VU meter (top-right)

5 ▶ Thrust

Set the intensity of Thrust effect (multi-band compression/enhancer)

6 ▶ Velocity

Set the MIDI velocity remapping curve

» MW [Modwheel Mapping]

Click to enable quick-mapping of velocity to your MIDI controller's modwheel

7 ▶ Dynamics

Adjust the dynamic range of the sound

8 ▶ Randomize

Click to randomize the sound on all 7 tracks (available per-track on EDIT)

» Undo

Undo randomize (up to 10 times)

9 ▶ Play Sequence

Click to play the built-in sequencer (explore presets via bottom preset combo menu, edit on SEQ page)

10 ▶ Output Mode

Click to switch between normal stereo and multi-output mode:

- » **MIX** Main Out (FX only)
- » **Layer 1** Out 2
- » **Layer 2** Out 3
- » **Layer 3** Out 4
- » **Layer 4** Out 5
- » **Layer 5** Out 6
- » **Layer 6** Out 7
- » **Layer 7** Out 8

MIDI Mappings



- » **C1 ~ B1** Triggers Layer 1 ~ 7
- » **C3 ~ F4** Triggers Sequence play
- C3 start from Bar 1
- D4 start from Bar 3
- E4 start from Bar 5
- F4 start from Bar 7

EDIT Page



1 ► Thrust & Master Volume

» Thrust

[See page 5]

» Master Volume

[See page 5]

2 ► Parameter Link

When enabled, all track parameters are linked and will be adjusted simultaneously.

3 ► Track Master

» Power

Turn the track on/off

» Solo

Solo monitor the track

» Randomize

Randomize the tracks sound

» Undo

Undo randomize (up to 10 times)

» Lock

Lock the all parameters and the sample [useful to preserve particular settings when changing presets or making edits with Parameter Link enabled]

4 ► Track Sound

Click to choose a sample sound from the [v] menu or use the <> arrows

5 ► Track Mixer

» Volume

Set the volume of the layer

» Reverb Send

Adjust the send level to the reverb effect

» Delay Send

Adjust the send level to the delay effect

» Width

Adjust the stereo image (from mono to widened-stereo) using M/S processing

» Stage XY pad

A spatial panner, move the handle from Left to Right to set the stereo position of the layer, move the handle from Close to Far to set the perceived distance of the layer. When a multi-sampled sound is loaded, the distance parameter gently cross-fades between the proximity recorded sample to the far recorded sample.

» Track Select

Click [v] to select the track

6 ► Track Controls

Parameters for the selected track layer are displayed on the bottom of the screen

[See page 7 for detail]

EDIT Page [continued]



6 Layer Controls

» Shaper

Transient - Turn left to smooth the attack, right to boost the transient

Tail - Adjust the tail length

Reverse - enable reverse playback

Duration - Set the sample length

» Pitch

Pitch - Adjust the pitch (+/- 48 semi)

Unison - Enable unison voices (up to 4)

» Equalizer

Highpass - Set the cutoff frequency of the high-pass filter

Lowpass - Set the cutoff frequency of the low-pass filter

Sub - A bell-curved filter to boost the low-end

Air - A bell-curved filter to boost the high-end

» Effects

A selection of per-layer audio effects. Click the name to view parameters for each effect, use the button to turn the effects on/off.

» Drive

Amount - Adjust the drive amount

» Bit Crush

Crush - Adjust the crush amount

» Freq Shift

Coarse - Set the effect intensity

Mix - Set the effect dry/wet balance

» Phaser

Speed - Set the modulation speed

Feedback - Set the feedback amount

Mix - Set the effect dry/wet balance

» Flanger

Speed - Set the modulation speed

Feedback - Set the feedback amount

Mix - Set the effect dry/wet balance

» Repeat

A beat-repeat effect

Power - Turn the effect on/off

Rate - Set the repeat grid size to sync with tempo

Number - Number of repeats (up to 9)

Loop - Turn the repeat loop mode on/off. When active, repeats as long as the note is held

Velocity Table - Set the velocity value of each iteration for a more realistic feel

FX Page



1 ► Reverb

- » **Power**
- » **Space**
Choose the Impulse Response
- » **Size**
Adjust the size of the reverb space
- » **Time**
Adjust the decay time of the reverb
- » **Low**
Adjust the low frequency response of the reverb
- » **Mid**
Adjust the middle band frequency response of the reverb
- » **High**
Adjust the high frequency response of the reverb
- » **Level**
Adjust the output level of the Reverb

2 ► Delay

- » **Power**
- » **High Pass**
Cuts low frequencies from the feedback
- » **Low Pass**
Cuts high frequencies from the feedback
- » **Time**
Adjust delay time
- » **Feedback**
Adjust feedback amount
- » **Width**
Set the stereo image of the reflections
- » **Level**
Adjust the output level of the delay

3 ► Equalizer

- » **Power**
- » **Low Gain**
Adjust low-band gain (+/-)
- » **Crossover (Low/Mid)**
Adjust low and mid-band cutoff frequency
- » **Mid Gain**
Adjust mid-band gain (+/-)
- » **Crossover (Mid/High)**
Adjust high and mid-band cutoff frequency
- » **High Gain**
Adjust high-band gain (+/-)

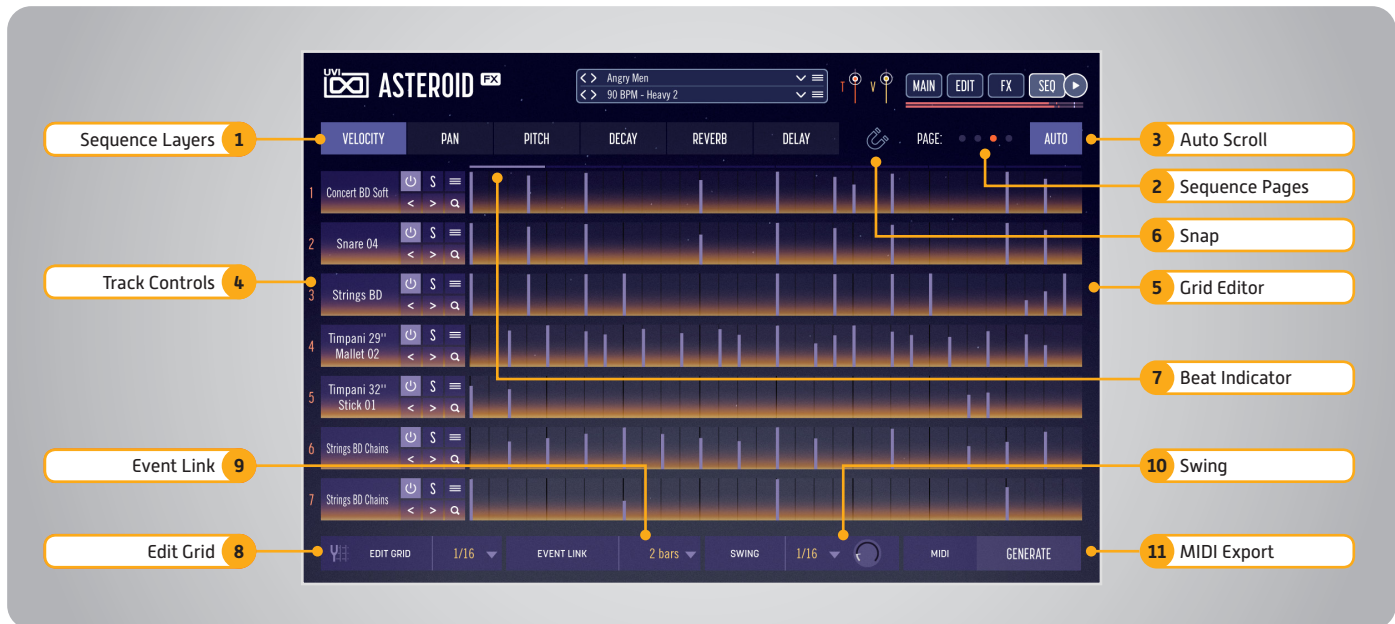
4 ► Compressor

- » **Power**
- » **Ratio**
Set the compression ratio
- » **Threshold**
Set the input level at which compression starts
- » **Attack**
Set the compressor attack time
- » **Release**
Set the compressor release time
- » **Gain**
Set the makeup gain amount

5 ► Limiter

- » **Power**
- » **Threshold**
Set the input level at which limiter starts

SEQ Page



The Sequencer is a grid style, 7-part, multi-layer sequencer with 8 bars spread over 4 pages.

Each page displays 2 bars of the sequence (pg.1 = bars 1+2, pg.2 = bars 3+4... etc.)

1 ► Sequence Layer Tabs

Click to change the current layer, Velocity, Pan, Pitch, Decay, Reverb or Delay

2 ► Sequence Pages

Switch between sections of the sequence

3 ► Auto Scroll

Enable/disables sequencer auto-scroll

4 ► Track Controls

» Sound

Click the track name to change the sample sound

» Power

» Solo

» Left/Right Arrows

Cycle through the sequence presets

» Track function menu

• Seq Presets:

- **Clear:** Clear the sequence of chosen part
- **Load:** Recall saved sequence for chosen part
- **Save:** Save current sequence of chosen part
- **Seq Transform:** Transform or shifts the sequence of chosen part
- **Copy Seq from:** Copy the sequence from chosen part

- **Swap Track With:** Swap the track with all settings from chosen part
- **Lock Track:** Enable to preserve current sequence settings when changing presets

» Zoom

Click to zoom sequence to full-height of the editor. Click again to switch back.

5 ► Grid Editor

Draw values or double-click to input numerical values

Right-click the grid to reset all values

» Velocity layer

Set the note velocity from 0 to 127

» Pan, Pitch and Decay layer

Set modulation amount from -100 to +100

» Reverb and Delay layer

Set the send level. The start value is the value sets on EDIT page

6 ► Snap

Toggle On to switch to a notched grid instead of a continuous one.

7 ► Beat Indicator

LED lights up over current beat

8 ► Edit Grid

Set the grid size [1/64t, 1/16t, 1/32, 1/8t, 1/16, 1/8, 1/4]

9 ► Event Link

Event Link is ideal for creating repeating patterns quickly.

For example, if you set to 1 bar, every edit you make will be repeated in 1 bar intervals. When set to 8 bars, grids are not linked and can be operated individually.

10 ► Swing

» Swing division

Sets the swing division from drop-down menu [1/8, 1/16, 1/32]

» Swing amount

Set the amount of swing

11 ► MIDI Export

Export the sequence as MIDI to your DAW or desktop.

Click the "Generate", then drag the "Export" button and drop to DAW's MIDI/Instrument track or desktop

Preset List

_Init Multi Out

_Init

1 - Epic

75 BPM - Under Holy City
85 BPM - Steel and Blood
88 BPM - Balrok
90 BPM - Miles
90 BPM - Run Forest
90 BPM - Strike
95 BPM - Cardiac
100 BPM - Formulatron
100 BPM - From the North
100 BPM - Heavy Artillery
100 BPM - Miner
100 BPM - Secret Place
100 BPM - Strings Aim
105 BPM - Triplets In Action
105 BPM - Vizyr
110 BPM - Blockblaster
110 BPM - Gladiators Arena
110 BPM - Tenno
115 BPM - Bellicose
115 BPM - Freke
115 BPM - Holmgang
115 BPM - Imperial
120 BPM - Black Hole
120 BPM - Fight Back
120 BPM - No Bodies
120 BPM - Still Wasser
120 BPM - The Game Is On
120 BPM - The Giant
120 BPM - Unstoppable
120 BPM - Vatenquerre
120 BPM - Venise Escape
125 BPM - Boston
125 BPM - Grace Kelly
125 BPM - Hunters Brotherhood
125 BPM - Start Ending
130 BPM - Teaser Rules
140 BPM - Direction
140 BPM - Enlarge
140 BPM - Preparing For Battle
140 BPM - The Final Step
145 BPM - Assault On The Ship
145 BPM - Treasure Quest
150 BPM - The Dark Kit
150 BPM - Trailer's Fuel
150 BPM - Water Is Missing
155 BPM - ScarRith
160 BPM - Ghost City
160 BPM - Parkour Scene
160 BPM - Speed Impact
170 BPM - Sky Approach

2 Augmented Orchestral

55 BPM - Classic Waltz
60 BPM - Summer Rite
65 BPM - Taikologie 1
70 BPM - Gong Waiting Room
80 BPM - Clock Stress
85 BPM - Potence
88 BPM - Subtile
90 BPM - Boletaria
90 BPM - Complex Rhythm
90 BPM - Día de Muertos
90 BPM - Lakes of Connemara
90 BPM - Niala Entrance
90 BPM - Orleans Carnival
100 BPM - Ancient War
100 BPM - Daimon
100 BPM - Distant Knocks
100 BPM - Military Scene
100 BPM - War Zone
105 BPM - Imperial May
105 BPM - Small Witches
110 BPM - Eternal Material
110 BPM - Thorns Room
110 BPM - Waiting Menu
120 BPM - Bamboo Castle
120 BPM - Lion Hunt
120 BPM - Locusts Swarm
120 BPM - Observed Prey
120 BPM - Rescue Team
125 BPM - Heavy Walk
125 BPM - Master Chief
125 BPM - Orchestral Dub
125 BPM - Triple Dance
125 BPM - Villette
130 BPM - Big BD Ensemble
130 BPM - Knight's Honor
135 BPM - Magnificent
135 BPM - Taikologie 2
140 BPM - Enter Crooked Crew
140 BPM - Necromancy
140 BPM - Ravelation
140 BPM - Rivals
140 BPM - Time Run 1
140 BPM - Time Run 2
140 BPM - Tribal Return
150 BPM - Drumline March
150 BPM - Over The Edge
160 BPM - Dripworks
160 BPM - Low Skin
160 BPM - Tommy's Collection
170 BPM - Khazak Bridge

3 Sound Design

72 BPM - Central Tone 1
80 BPM - Alien Worlds 1
86 BPM - Warped Records
90 BPM - Collide
90 BPM - Hexagon
90 BPM - Looming
90 BPM - Nepente
90 BPM - Obscure
90 BPM - Rocky
90 BPM - Samsara
90 BPM - Ticking Bomb
100 BPM - Space Cowboy
100 BPM - Think Fast
110 BPM - Spacial Emergency
115 BPM - Vampire Hunter
120 BPM - Avalanche
120 BPM - Electrolyte
120 BPM - Epic Trap
120 BPM - Islander
120 BPM - Junction
120 BPM - Nihilism
120 BPM - Scarlett
120 BPM - Steampunk Huntsman
125 BPM - Chord Cloud
130 BPM - Slug Theme
132 BPM - Asteroid Belt 1
140 BPM - Arrows Each Way
140 BPM - Dystopian Dronescape
140 BPM - Forest Warrior 1
140 BPM - Tok
140 BPM - Two Fingers
145 BPM - Asteroid Belt 2
145 BPM - Central Tone 2
145 BPM - Forest Warrior 2
150 BPM - Boss Squad
150 BPM - Earthbound
150 BPM - Gong Wrong
150 BPM - Infinity
150 BPM - Outta Space
152 BPM - Mesmeric Fiend 1
155 BPM - Growth Retreat
160 BPM - Snakes
164 BPM - Alien Worlds 2
165 BPM - Mesmeric Fiend 2
165 BPM - Midnight Train
180 BPM - Horn Crunk

Preset List

4 Found Sounds

85 BPM - Iko Hobo
 95 BPM - Enter the Clan
 100 BPM - Hangar
 100 BPM - Lock
 100 BPM - Otherwise 1
 100 BPM - Otherwise 2
 105 BPM - Allen Rules
 105 BPM - Kind of Blue
 110 BPM - Entrepot
 110 BPM - Exploration 1
 110 BPM - Short John
 115 BPM - Abrasive
 115 BPM - From The Bush
 115 BPM - SkaClap
 120 BPM - Delta
 120 BPM - Elixir
 120 BPM - Exploration 2
 120 BPM - How It's Made
 120 BPM - Humanoid Swings
 120 BPM - Metal Clockworks
 120 BPM - Moby Glitch
 120 BPM - TrashCan
 125 BPM - Body Tech
 125 BPM - Magnifique
 125 BPM - Micro Club
 130 BPM - Body Break
 130 BPM - Kilimandjaro
 130 BPM - Magic Show
 130 BPM - Saturday
 132 BPM - Street Falcon
 140 BPM - Bubble Bed
 140 BPM - Clockwork Red 1
 140 BPM - Clockwork Red 2
 150 BPM - Windy Hang
 160 BPM - Clap Team
 165 BPM - Bodylogic

5 Hybrid Drums

75 BPM - Empty Foundation
 80 BPM - Late Night
 80 BPM - Slow Burn
 80 BPM - We Will Rock U
 90 BPM - Hijack Preparation
 90 BPM - Lofi Hop
 90 BPM - Weapon Room
 95 BPM - Solid Break
 100 BPM - Establishing
 100 BPM - Ethnic
 100 BPM - Fiesta
 100 BPM - Jazzy Things
 100 BPM - Join The Party
 100 BPM - Reve 1
 100 BPM - Reve 2
 100 BPM - Skit
 105 BPM - Hayati
 105 BPM - Slow Groove
 105 BPM - Zambique
 115 BPM - Havana
 120 BPM - Happy Kit
 120 BPM - Lot
 120 BPM - Mali 1
 120 BPM - Mali 2
 120 BPM - Mecanuma
 120 BPM - Slow N Bass
 124 BPM - Spikey Cars 1
 125 BPM - Peckham
 130 BPM - Dub Science
 130 BPM - Enemies At The Gate
 130 BPM - Voodoo
 135 BPM - Barumbu
 135 BPM - Tom Game
 135 BPM - Transgressive
 140 BPM - Comet
 140 BPM - Crusader 1
 140 BPM - Ground
 140 BPM - Look Alive
 140 BPM - Ominous Presence
 140 BPM - Sacrifice Ritual
 140 BPM - Sector 7
 140 BPM - Something Approaches 1
 145 BPM - Jungle Aya
 145 BPM - Noranda
 150 BPM - Something Approaches 2
 155 BPM - Crusader 2
 155 BPM - Doom Strike
 160 BPM - DnB
 164 BPM - Spikey Cars 2
 170 BPM - Animation

6 Electronic

77 BPM - Tubby
 100 BPM - Hybrid Hop
 105 BPM - Fresh Prince
 105 BPM - Onizuka
 110 BPM - Fongo
 115 BPM - House of Cards
 120 BPM - Cloud
 120 BPM - Mind
 120 BPM - Simple 8
 120 BPM - Spationaute
 120 BPM - The Hills
 122 BPM - Tech Funk
 124 BPM - Fresh Electro 1
 124 BPM - Mystic Minimal
 125 BPM - Black Beach
 125 BPM - Fake Head
 125 BPM - Movement
 125 BPM - Neotekt
 125 BPM - Re-Scape
 130 BPM - Interceptor
 130 BPM - Kitambo
 130 BPM - Paradise G
 132 BPM - Spatial Break
 140 BPM - Freq Flyers
 140 BPM - Fresh Electro 2
 140 BPM - Grains
 140 BPM - Lines
 140 BPM - Minimalism
 142 BPM - Unlimited
 145 BPM - City Lights 1
 150 BPM - Sauvage
 150 BPM - Slam Shut
 154 BPM - Crate Diggerz
 155 BPM - Animals
 160 BPM - Flanged Clitch
 160 BPM - Metric Shift
 160 BPM - Rubber Banding
 170 BPM - Slouch Step
 170 BPM - Urban Oil
 175 BPM - Malfunction Room
 175 BPM - Rattle & Shake
 177 BPM - City Lights 2

Kits List

1 Epic

An Army
 Angry Men
 Assault On The Ship
 Balrok
 Bellicose
 Black Hole
 Blockblaster
 Blockbusted
 Blockbyron
 Boston
 Cardiac
 Crushing Dreams
 Deserter
 Direction
 Enlarge
 Fight Back
 Formulatron
 Freke
 From the North
 Fury Race
 Ghost City
 Ghoul Ashes
 Gladiators Arena
 Grace Kelly
 Harbinger
 Heavy Artillery
 Holmgang
 Hunters Brotherhood
 Imperial
 Into the Battlefield
 It Is Coming
 Large Kit
 Larger Kit
 Miles
 Miner
 Monster Kit
 No Bodies
 On The Edge
 Parkour Scene
 Preparing For Battle
 Run Forest
 ScarRith
 Secret Place
 Sky Approach
 Sledge
 Sovereign
 Speed Impact
 Start Ending
 Steel and Blood
 Still Wasser
 Storm The Castle
 Stormbringer
 Strike
 Strings Aim
 Teaser Rules
 Tenno
 The Clock
 The Dark Kit Rises
 The Dark Kit
 The Final Step
 The Game Is On
 The Giant

Thunder Factory
 Trailer's Fuel
 Trash Compactor
 Treasure Quest
 Triplets In Action
 Under Holy City
 Unstoppable
 Vatenguerre
 Venise Escape
 Vizyr
 Water Is Missing

2 Augmented Orchestral

Ancient War
 Angry Cymbals
 Bamboo Castle
 Big BD Ensemble
 Black Hole
 Boletaria
 Caribbean Steroids
 Classic Waltz
 Clock Stress
 Complex Rhythm
 Daimon
 David's Revenge
 Dia de Muertos
 Distant Knocks
 Dripworks
 Drumline March
 Enter Crooked Crew
 Eternal Material
 Gong Waiting Room
 Heavy Walk
 Imperial May
 Inside Out Kit
 Inverted Kit
 Khazak Bridge
 Knight's Honor
 Lakes of Connemara
 Lion Hunt
 Low Skin
 Magnificent
 Master Chief
 Military Scene
 Necromancy
 Niala Entrance
 Observed Prey
 Orchestral Dub
 Orleans Carnival
 Over the Edge
 Potence
 Ravelation
 Rescue Team
 Rivals
 Small Witches
 Subtile
 Summer Rite
 Taikologie 1
 Taikologie 2
 Thomas O'Mallets
 Thorns Room
 Time Run
 Tommy's Collection
 Tribal Return
 Triple Dance
 Under Your Skin
 Underwater
 Waiting Menu
 War Zone

3 Sound Design

Alien Worlds
 Arrows Each Way
 Asteroid Belt
 Avalanche
 Body & Bass Drum
 Body Percs
 Boss Squad
 Central Tone
 Chord Cloud
 Collide
 Commodore
 Constructions
 Corporal Beat
 Crushed
 Destruction Kit
 Destructionism
 Dystopian Dronescape
 Earthbound
 Electric Darkness
 Electrolyte
 Epic Trap
 Finterra
 Forest Warrior
 Found Drums
 FX Kit
 Gong Wrong
 Growth Retreat
 Hexagon
 Horn Crunk
 Humanoid
 Infinity
 IntimateClub
 Islander
 Junction
 Looming
 Massive
 Mesmeric Fiend
 Metal Tools
 Midnight Train
 Mini World
 Nepente
 Nihilism
 Obscure
 Outta Space
 Rocky
 Room Drums
 Samsara
 Scarlett
 Shinra
 Skin
 Slug Theme
 Snakes
 Soccio
 Softie
 Space Cowboy
 Spacial Emergency
 Spot
 Steampunk Huntsman
 Stomp
 Technoid
 The Mouth
 Think Fast

Ticking Bomb
 Tok
 Tom In The Forge
 Trap
 Two Fingers
 Valor
 Vampire Hunter
 Warped Records

Kits List

4 Found Sounds

Abrasive
Allen Rules
Body Break
Bodylogic
Bubble Bed
Clockwork Red
Delta
Elixir
Enter the Clan
Entrepot
Exploration
From the Bush
Hangar
How It's Made
Human Kit
Humanoid Swings
Iko Hobo
Lock
Magic Show
Magnifique
Metal Clockworks
Moby Glitch
Otherwise
Short John
Street Falcon
TrashCan
Windy Hang

5 Hybrid Drums

Animation
Barumbu
Classic Kit
Comet
Crusader
DnB
Doom Strike
Dub Science
Empty Foundation
Enemies At The Gate
Establishing
Ethnic
Fiesta
Flange Kit
Ground
Happy Kit
Havana
Hayati
Hijack Preparation
Jazzy Things
Join The Party
Lofi Kit
Look Alive
Lot
Mali
Mecanuma
Noranda
Ominous Presence
Pop Drum Kit 1
Pop Drum Kit 2
Reve
Sacrifice Ritual
Sector 7
Skit
Slow Burn
Slow Groove
Slow N Bass
Something Approaches
Spikey Cars
Transgressive
Voodoo
We Will Rock U
Weapon Room
Zambique

6 Electronic

City Lights
Cloud Kit
Crate Diggerz
Fake Head
Flanged Glitch
Fongo
Fresh Electro
Fresh Prince
Grains
House of Cards
Hybrid Hop
Interceptor
Kitambo
Lines
Malfunction Room
Metric Shift
Mind
Minimalism
Mystic Minimal
Neotekt
Paradise G
Rattle & Shake
Re-Scape
Rubber Banding
Simple 8
Slam Shut
Slouch Step
Tech Funk
Tubby
Urban Oil

7 Orchestral

Age of Amp Ires
Basic Kit - Close
Basic Kit - Far
Basic Kit - Stage
Bells Inc.
Brazilian Kit 1
Brazilian Kit 2
Brazilian Kit 3
Cajon Fever
Cajon Warmth
Caribbean Ensemble 1
Caribbean Ensemble 2
Caribbean Ensemble 3
Chivalrous Indies
Close Combat
Close Quarters
Djembe For Days
Du What Udu Best
Felindra
Fireside Kit 1
Fireside Kit 2
Infiltration
Kabuki Chamber
Kabuki Theater
King's Chamber
Majestic March
Meet The Scout
Moroccan Kit 1
Moroccan Kit 2
Official March
Olda Romona
Timpani Kit A
Timpani Kit A#-Bb
Timpani Kit B
Timpani Kit C
Timpani Kit C#-Db
Timpani Kit D
Timpani Kit D#-Eb
Timpani Kit E
Timpani Kit F
Timpani Kit F#
Timpani Kit G
Timpani Kit G#-Ab
Pocket Orchestral Kit 1
Pocket Orchestral Kit 2
Pocket Orchestral Kit 3
Purple Wedding
Queen's Chamber
Shape Of Water
Surdo And Grains
The March
There There
Timpani F Major Scale
Timpani F# Major Scale

Sequences List

1 Epic

75 BPM - Under Holy City
 85 BPM - Steel and Blood
 88 BPM - Balrok
 90 BPM - Heavy 1
 90 BPM - Heavy 2
 90 BPM - Miles
 90 BPM - Run Forest
 90 BPM - Strike
 95 BPM - Cardiac
 100 BPM - Epic 1
 100 BPM - Epic 2
 100 BPM - Formulatron
 100 BPM - From the North
 100 BPM - Heavy Artillery
 100 BPM - Miner
 100 BPM - Secret Place
 100 BPM - Strings Aim
 105 BPM - Triplets In Action
 105 BPM - Vizyr
 110 BPM - Gladiators Arena
 110 BPM - Tenno
 115 BPM - Bellicose
 115 BPM - Freke
 115 BPM - Holmgang
 115 BPM - Imperial
 120 BPM - Black Hole
 120 BPM - Car Chase
 120 BPM - Fight Back
 120 BPM - No Bodies
 120 BPM - Still Wasser
 120 BPM - Tension 1
 120 BPM - Tension 2
 120 BPM - The Game Is On
 120 BPM - The Giant
 120 BPM - Unstoppable
 120 BPM - Vatenguerre
 120 BPM - Venise Escape
 120 BPM - World Cup
 125 BPM - Automata
 125 BPM - Boston
 125 BPM - Grace Kelly
 125 BPM - Hunters Brotherhood
 125 BPM - Start Ending
 130 BPM - Teaser Rules
 140 BPM - Direction
 140 BPM - Enlarge
 140 BPM - On The Edge
 140 BPM - Preparing For Battle
 140 BPM - The Final Step
 145 BPM - Assault On The Ship
 145 BPM - Treasure Quest
 150 BPM - Trailer's Fuel
 150 BPM - Water Is Missing
 155 BPM - ScarRith
 160 BPM - Ghost City
 160 BPM - Parkour Scene
 160 BPM - Speed Impact
 170 BPM - Sky Approach

2 Augmented Orchestral

55 BPM - Classic Waltz
 60 BPM - Summer Rite
 65 BPM - Taikologie 1
 70 BPM - Gong Waiting Room
 80 BPM - Clock Stress
 85 BPM - Potence
 88 BPM - Subtile
 90 BPM - Boletaria
 90 BPM - Complex Rhythm
 90 BPM - Dia de Muertos
 90 BPM - Lakes of Connemara
 90 BPM - Niala Entrance
 90 BPM - Orleans Carnival
 100 BPM - Ancient War
 100 BPM - Daimon
 100 BPM - Distant Knocks
 100 BPM - Military Scene
 100 BPM - War Zone
 105 BPM - Imperial May
 105 BPM - Small Witches
 110 BPM - Eternal Material
 110 BPM - Thorns Room
 110 BPM - Waiting Menu
 120 BPM - Bamboo Castle
 120 BPM - Lion Hunt
 120 BPM - Locusts Swarm
 120 BPM - Observed Prey
 120 BPM - Rescue Team
 125 BPM - Heavy Walk
 125 BPM - Master Chief
 125 BPM - Orchestral Dub
 125 BPM - Triple Dance
 125 BPM - Villette
 130 BPM - Big BD Ensemble
 130 BPM - Knight's Honor
 135 BPM - Magnificent
 135 BPM - Taikologie 2
 140 BPM - Enter Crooked Crew
 140 BPM - Necromancy
 140 BPM - Ravelation
 140 BPM - Rivals
 140 BPM - Time Run 1
 140 BPM - Time Run 2
 140 BPM - Tribal Return
 150 BPM - Drumline March
 150 BPM - Over the Edge
 160 BPM - Dripworks
 160 BPM - Low Skin
 160 BPM - Tommy's Collection
 170 BPM - Khazak Bridge

3 Sound Design

72 BPM - Central Tone 1
 80 BPM - Alien Worlds 1
 86 BPM - Warped Records
 90 BPM - Collide
 90 BPM - Hexagon
 90 BPM - Looming
 90 BPM - Nepente
 90 BPM - Obscure
 90 BPM - Rocky
 90 BPM - Samsara
 90 BPM - Ticking Bomb
 100 BPM - Space Cowboy
 100 BPM - Think Fast
 110 BPM - Spacial Emergency
 115 BPM - Vampire Hunter
 120 BPM - Avalanche
 120 BPM - Electrolyte
 120 BPM - Epic Trap
 120 BPM - Islander
 120 BPM - Junction
 120 BPM - Nihilism
 120 BPM - Scarlett
 120 BPM - Steampunk Huntsman
 125 BPM - Chord Cloud
 130 BPM - Slug Theme
 132 BPM - Asteroid Belt 1
 140 BPM - Arrows Each Way
 140 BPM - Dystopian Dronescape
 140 BPM - Forest Warrior 1
 140 BPM - Tok
 140 BPM - Two Fingers
 145 BPM - Asteroid Belt 2
 145 BPM - Central Tone 2
 145 BPM - Forest Warrior 2
 150 BPM - Boss Squad
 150 BPM - Earthbound
 150 BPM - Gong Wrong
 150 BPM - Infinity
 150 BPM - Outta Space
 152 BPM - Mesmeric Fiend 1
 155 BPM - Growth Retreat
 160 BPM - Snakes
 164 BPM - Alien Worlds 2
 165 BPM - Mesmeric Fiend 2
 165 BPM - Midnight Train
 180 BPM - Horn Crunk

4 Found Sounds

85 BPM - Iko Hobo
 95 BPM - Enter the Clan
 100 BPM - Hangar
 100 BPM - Lock
 100 BPM - Otherwise 1
 100 BPM - Otherwise 2
 105 BPM - Allen Rules
 105 BPM - Kind of Blue
 110 BPM - Entrepot
 110 BPM - Exploration 1
 110 BPM - Short John
 115 BPM - Abrasive
 115 BPM - From the Bush
 115 BPM - SkaClap
 120 BPM - Delta
 120 BPM - Elixir
 120 BPM - Exploration 2
 120 BPM - How It's Made
 120 BPM - Humanoid Swings
 120 BPM - Metal Clockworks
 120 BPM - Moby Glitch
 120 BPM - TrashCan
 125 BPM - Body Tech
 125 BPM - Magnifique
 125 BPM - Micro Club
 130 BPM - Body Break
 130 BPM - Kilimandjaro
 130 BPM - Magic Show
 130 BPM - Saturday
 132 BPM - Street Falcon
 140 BPM - Bubble Bed
 140 BPM - Clockwork Red 1
 140 BPM - Clockwork Red 2
 150 BPM - Windy Hang
 160 BPM - Clap Team
 165 BPM - Bodylogic

Sequences List

5 Hybrid Drums

75 BPM - Empty Foundation
 80 BPM - Late Night
 80 BPM - Slow Burn
 80 BPM - We Will Rock U
 90 BPM - Hijack Preparation
 90 BPM - Lofi Hop
 90 BPM - Weapon Room
 95 BPM - Solid Break
 100 BPM - Establishing
 100 BPM - Ethnic
 100 BPM - Fiesta
 100 BPM - Jazzy Things
 100 BPM - Join The Party
 100 BPM - Reve 1
 100 BPM - Reve 2
 100 BPM - Skit
 105 BPM - Hayati
 105 BPM - Slow Groove
 105 BPM - Zambique
 115 BPM - Havana
 120 BPM - Happy Kit
 120 BPM - Lot
 120 BPM - Mali 1
 120 BPM - Mali 2
 120 BPM - Mecanuma
 120 BPM - Slow N Bass
 124 BPM - Spikey Cars 1
 125 BPM - Peckham
 130 BPM - Dub Science
 130 BPM - Enemies At The Gate
 130 BPM - Voodoo
 135 BPM - Barumbu
 135 BPM - Tom Game
 135 BPM - Transgressive
 140 BPM - Comet
 140 BPM - Crusader 1
 140 BPM - Ground
 140 BPM - Look Alive
 140 BPM - Ominous Presence
 140 BPM - Sacrifice Ritual
 140 BPM - Sector 7
 140 BPM - Something Approaches 1
 145 BPM - Jungle Aya
 145 BPM - Noranda
 150 BPM - Something Approaches 2
 155 BPM - Crusader 2
 155 BPM - Doom Strike
 160 BPM - DnB
 164 BPM - Spikey Cars 2
 170 BPM - Animation

6 Electronic

77 BPM - Tubby
 100 BPM - Hybrid Hop
 105 BPM - Fresh Prince
 105 BPM - Onizuka
 110 BPM - Fongo
 115 BPM - House of Cards
 120 BPM - Cloud
 120 BPM - Mind
 120 BPM - Simple 8
 120 BPM - Spationaute
 120 BPM - The Hills
 122 BPM - Tech Funk
 124 BPM - Fresh Electro 1
 124 BPM - Mystic Minimal
 125 BPM - Black Beach
 125 BPM - Fake Head
 125 BPM - Movement
 125 BPM - Neotekt
 125 BPM - Re-Scape
 130 BPM - Interceptor
 130 BPM - Kitambo
 130 BPM - Paradise G
 132 BPM - Spatial Break
 140 BPM - Freq Flyers
 140 BPM - Fresh Electro 2
 140 BPM - Grains
 140 BPM - Lines
 140 BPM - Minimalism
 142 BPM - Unlimited
 145 BPM - City Lights 1
 150 BPM - Sauvage
 150 BPM - Slam Shut
 154 BPM - Crate Diggerz
 155 BPM - Animals
 160 BPM - Flanged Glitch
 160 BPM - Metric Shift
 160 BPM - Rubber Banding
 170 BPM - Slouch Step
 170 BPM - Urban Oil
 175 BPM - Malfunction Room
 175 BPM - Rattle & Shake
 177 BPM - City Lights 2

7 Orchestral

90 BPM - Almost Tala
 90 BPM - Marcia
 90 BPM - Wildlings
 100 BPM - Daunting
 100 BPM - Foreshadowing
 120 BPM - 20 Foxes
 120 BPM - Accelerating
 120 BPM - Arena Match
 120 BPM - Ben Swings
 120 BPM - Don't Test Me
 120 BPM - End of Days
 120 BPM - False Prophets
 120 BPM - Follow My Lead
 120 BPM - Here They Come
 120 BPM - Irregular Fiends
 120 BPM - Kind of Groovy
 120 BPM - Ripples In Time
 120 BPM - Simple Triplets
 120 BPM - Tachycardia
 120 BPM - Tave Five And Seven
 120 BPM - The General Is Speaking
 120 BPM - Time to Choose
 130 BPM - The Boney King Of Nowhere
 130 BPM - Crossing Gazes
 130 BPM - More Baddies
 130 BPM - Rocket Science
 130 BPM - Strutting
 135 BPM - Balancing
 135 BPM - Let's Go
 140 BPM - Drums Of War

Instruments List

1 Asteroid Elements

Cinematic/

Concert BD Ensemble
Concert BD Hard
Concert BD Heavy
Concert BD Soft
Epic Ensemble 01
Epic Ensemble 02
Epic Ensemble 03
Epic Ensemble 04
Epic Ensemble Chains 01
Epic Ensemble Chains 02
Epic Hit 01
Epic Hit 02
Epic Hit 03
Epic Orchestral Gunshot
Epic Taikos
Epic Timpanis
Huge Cymbals
Large Timpani A2
Large Timpani B2
Large Timpani C2
Large Timpani D2
Large Timpani E2
Large Timpani F2
Large Timpani G2
Orchestral Percs Hard
Orchestral Percs Heavy
Orchestral Percs High
Orchestral Percs Loud 01
Orchestral Percs Loud 02
Orchestral Percs Loud 03
Orchestral Percs Low
Orchestral Percs Med
Orchestral Percs Soft

Composite/

BD & Toms
BD Drumstick
Floor Tom & Bell
Floor Tom & Chains 01
Floor Tom & Chains 02
Floor Tom & Chains 03
Floor Tom & Metal Plate
Floor Tom & Wood 01
Floor Tom & Wood 02
Floor Tom Rim & Metal Plate
Floor Tom Standard
Tom Ensemble Metal
Tom Ensemble Wood

Foley/

Body Slap & Feet
Body Slap Chest
Body Slap Thigh
Bodyfall Wooden Floor
Boxing Glove & Armchair
Boxing Glove & BD
Boxing Glove & Bumper
Boxing Glove & Pillow
Boxing Glove & Wood
Bumper Drumstick
Bumper Suitcase
Can Metal
Cardboard Chains
Cardboard Glass Debris
Cardboard Metal Door
Cardboard
Chains & Floor Tom
Chains & Plastic Table
Chains & Tom Mid
Claps
Clothes Movement
Fist Metal Door
Fist Plastic Table
Glass Debris Floor
Jump Wooden Floor
Metal Barrel Mallet
Metal Barrel Stick
Metal Bin
Metal Can Mallet
Metal Door Boxing Glove
Metal Fence Boxing Glove
Metal Fence Drumstick
Metal Gas Can
Metal Plate 01
Metal Plate 02
Metal Plate 03
Metal Plate 04
Metal Plate 05
Metal Plate 06
Porcelain
Snaps
Snare Metal
Springbox
Trashcan Broomstick
Trashcan Mallet 01
Trashcan Mallet 02
Trashcan Metal
Trashcan Rimshot
Trashcan Wooden Stick 01
Trashcan Wooden Stick 02
Typewriter Drumstick
Typewriter
Whip
Woodbox 01
Woodbox 02
Wooden Board
Wooden Rods

2 Orchestral Percussions

Bass Drums/

Concert BD & Chains 01
Concert BD & Chains 02
Concert BD 26" & Tambourine
Concert BD 26" Mallet
Concert BD 32" 01
Concert BD 32" 02
Concert BD Back
Concert BD Front
Concert BD Processed 01
Concert BD Processed 02
Concert BD Processed 03
Concert BD Processed 04
Concert BD Processed 05
Concert BD Processed 06
Concert BD Processed 07
Concert BD Processed 08
Concert BD Processed 09
Concert BD Processed 10
Concert BD Processed 11
Concert BD Processed 12
Concert BD Processed 13
Concert BD Processed 14
Concert BD Processed 15
Concert BD Processed 16
Ensemble BD 01
Ensemble BD 02
Ensemble BD 03
Gran Cassa 01
Gran Cassa 02

Gongs & Cymbals/

Cymbal Concert 01
Cymbal Concert 02
Gong 01
Gong 02
Gong 03
Gong 04
Gong 05
Gong 06
Gong Thai 01
Gong Thai 02
Gong Thai 03
Gong Xotic 01
Gong Xotic 02
Gong Xotic 03
Gong Xotic 04
Tam Tam 01
Tam Tam 02

Orchestral Hits/

Strings BD Woodbrass
Strings BD Chains Woodbrass
Strings BD Chains
Strings BD
Strings Percs Woodbrass 01
Strings Percs Woodbrass 02
Strings Percs 01
Strings Percs 02

Taikos/

Ensemble Taikos & BD
Ensemble Taikos & Timpani 01
Ensemble Taikos & Timpani 02
Ensemble Taikos & Timpani 03
Nagado Daiko Fuchi 01
Nagado Daiko Fuchi 02
Nagado Daiko Fuchi 03
Nagado Daiko Mallet Center 01
Nagado Daiko Mallet Center 02
Nagado Daiko Mallet Center 03
Nagado Daiko Mallet Edge 01
Nagado Daiko Mallet Edge 02
Nagado Daiko Mallet Edge 03
Nagado Daiko Stick Center 01
Nagado Daiko Stick Center 02
Nagado Daiko Stick Center 03
Nagado Daiko Stick Edge 01
Nagado Daiko Stick Edge 02
Nagado Daiko Stick Edge 03
Shime Daiko Bamboostick Center 01
Shime Daiko Bamboostick Center 02
Shime Daiko Bamboostick Edge 01
Shime Daiko Bamboostick Edge 02
Shime Daiko Fuchi 01
Shime Daiko Fuchi 02
Shime Daiko Woodstick Center 01
Shime Daiko Woodstick Center 02
Shime Daiko Woodstick Edge 01
Shime Daiko Woodstick Edge 02
Taiko 20" Mallet
Taiko 20" Stick
Taiko Processed

Timpanis/

Timpani & Taikos 01
Timpani & Taikos 02
Timpani 26" Mallet 01
Timpani 26" Mallet 02
Timpani 26" Stick 01
Timpani 26" Stick 02
Timpani 29" Mallet 01
Timpani 29" Mallet 02
Timpani 29" Stick 01
Timpani 29" Stick 02
Timpani 32" Dampen
Timpani 32" Mallet 01
Timpani 32" Mallet 02
Timpani 32" Mallet 03
Timpani 32" Stick 01
Timpani 32" Stick 02
Timpani Classic

Instruments List

3 One Shot FX

Cinematic Hits/

A New Era
A Prophet
Alien Laboratory
Annihilation
Archetype
Ark
Asteroid
Behind You
Blaster
Break Free
Charge
Classic Hit 01
Classic Hit 02
Classic Hit 03
Compression
Computer Glitch 01
Computer Glitch 02
Crush
Cry In The Night
Cure
Cursed
Debris
Deep Water
Density
Earthshaking
Empire
Fat And Curious
Final Hit
Five Armies
Folded
Fury
Gigantic Tube
Granular Braam
Horror Hit
Inch
Industrial Fire
Infra Sub
Invasion
Landslide
Let Them Fight
Metal Perc
Paranormal
Security Gate
The Gong
The Order
Viper

Destruction/

Accident 01
Accident 02
Bullet
Collapse In The Garage
Crash
Crumbling
Enemy Down
Fireworks
Glass Break

Gun Fight
Gunshot 01
Gunshot 02
Harsh
Heres Johnny
High Speed
Ice Stab
Kick Breakbones
Kick Old School 01
Kick Old School 02
Metal Epic Hit 01
Metal Epic Hit 02
Metal Epic Hit 03
Metal Pipe
Missile 01
Missile 02
Punch 01
Punch 02
Raw
Rewind To It
Rocket Launch
Sblam
Shift Punch
Super Punch
Sword 01
Sword 02
The Rock 01
The Rock 02
The Rock 03
Wooden Door

Percussions/

2020
Aggressive Hit
Barrel
Big Gong
Big Taiko
Blade Running
Dangerous Dojo
Distorted Gong
Down Under
Drum Dry
Escape Plan
Ethnic 01
Ethnic 02
Ethnic 03
Fallen
Filtered Taiko
Hidden Treasure
Incisive Gong
Io
Junkie XXL
Large Hit
Latin Perc
Locked
Locutus
Lows And Hi
Man Of Steel Drum
Mordorous
Noise
Offset
Repetita Luvant
Running
Sequitur
Skin
Skull Island
Solid
Strike
Sub Bass Drum
The Cave
Thump
Wolf Pack

4 Electronic

Cymbals/

CRASH Basic
CRASH Chinese
CRASH Electric
CRASH Medium
HH 808
HH Brute
HH Club
HH Electron
HH FM Classic
HH FM Short Tone
HH Hip Old School
HH Pasadena
HH Teckno Hood
HH Twenty Two
HHO 808
HHO Brute
HHO HRsxB
HHO Steady
HHO T8o8
RIDE Bell
RIDE Mtd
RIDE Pure Cool
RIDE Smart

Drum FX/

FX Blaster
FX Boosted Clap 01
FX Boosted Clap 02
FX Boosted Clap 03
FX Bouncing Zap 01
FX Bouncing Zap 02
FX Brute Zap 01
FX Brute Zap 02
FX Clappy Hat
FX Deep Bass
FX Downer
FX Electric Buzz 01
FX Electric Buzz 02
FX Electric Buzz 03
FX Engine Off
FX Harsh Zap
FX Quick Zap
FX Screamy Kick
FX Sine Buzz 01
FX Sine Buzz 02
FX Space Portal 01
FX Space Portal 02
FX Tiny Choc

Instruments List

Kicks/

BD Aggression
BD AnalogR Classic 01
BD AnalogR Classic 02
BD AnalogR FM
BD AnalogR Plastic
BD AnalogR Synth
BD DrmBrute
BD MtrxBrute Analog
BD MtrxBrute Progressive
BD MtrxBrute Rumble
BD PDrX
BD S400
BD T8o8
BD T9o9
BD XR Ten

Snares & More/

CLP Brute
CLP HRsx
CLP KDDMh
CLP My Mobb
CLP Noise Art
CLP Synclap
CLP T5o5
CLP XRT
CLP Yes
RIM Disco Tek
RIM Hip Old School
RIM Pool
RIM Real One
RIM Xing Yang
SD AceT1
SD Brute
SD Classic
SD FM Crush
SD FM Simm
SD Funky
SD Heavy
SD Hold My Beat
SD Interference
SD OB DX
SD Shark
SD T8o8
SD Vinyl
SNP Castanets
SNP Close
SNP Cool

Toms/

TOM Analog Tom
TOM Big Tom 01
TOM Big Tom 02
TOM Big Tom 03
TOM Cathedral
TOM Crusher
TOM Downer
TOM Epic BD
TOM Explosion 01
TOM Explosion 02
TOM Hit-T
TOM Screaming Sat
TOM Tom 01
TOM Tom 02

5 Acoustic Drums

Bass Drum/

BD 01
BD 02
BD 03
BD 04
BD 05
BD 06
BD 07 Drumstick
BD 07 Mallet
BD 18" Drumstick
BD 18" Mallet
BD 18"
BD 20" Drumstick
BD 20" Mallet
BD 20"

Cymbals/

Crash Cymbal Bell 01
Crash Cymbal Bell 02
Crash Cymbal Bell Brush 01
Crash Cymbal Bell Brush 02
Crash Cymbal Bow Brush
Crash Cymbal Bow
Crash Cymbal Drumstick Tip
Crash Cymbal Edge Brush
Crash Cymbal Edge Drumstick
Crash Cymbal Edge
Ride Cymbal Bell Brush
Ride Cymbal Bell
Ride Cymbal Bow Brush
Ride Cymbal Bow
Ride Cymbal Broomstick
Ride Cymbal Dome Drumstick
Ride Cymbal Drumstick Tip
Ride Cymbal Edge Brush
Ride Cymbal Edge Drumstick
Ride Cymbal Edge

HiHat/

HH Closed
HH Closed Bell 01
HH Closed Bell 02
HH Closed Center 01
HH Closed Center 02
HH Closed Center Brush 01
HH Closed Center Brush 02
HH Half Open 01
HH Half Open 02
HH Half Open Brush
HH Half Open Short
HH Open
HH Open Bell 01
HH Open Bell 02
HH Open Bell Brush 01
HH Open Bell Brush 02
HH Open Center 01
HH Open Center 02
HH Open Center Brush 01
HH Open Center Brush 02

Toms/

Floor Tom 01
Floor Tom 02
Floor Tom 03
Floor Tom Brush 01
Floor Tom Brush 02
Floor Tom Brush 03
Floor Tom Mallet 01
Floor Tom Mallet 02
Floor Tom Rimclick Brush 01
Floor Tom Rimclick Brush 02
Floor Tom Rimclick
Floor Tom Rimshot 01
Floor Tom Rimshot 02
Hi Tom 01
Hi Tom 02
Hi Tom 03
Hi Tom Brush 01
Hi Tom Brush 02
Hi Tom Brush 03
Hi Tom Mallet
Hi Tom Rimclick Brush 01
Hi Tom Rimclick Brush 02
Hi Tom Rimclick
Hi Tom Rimshot 01
Hi Tom Rimshot 02
Mid Tom 01
Mid Tom 02
Mid Tom 03
Mid Tom Brush 01
Mid Tom Brush 02
Mid Tom Brush 03
Mid Tom Mallet
Mid Tom Rimclick Brush 01
Mid Tom Rimclick Brush 02
Mid Tom Rimclick
Mid Tom Rimshot 01
Mid Tom Rimshot 02

Instruments List

6 Acoustic Percussions

Snare Drum/

Snare 01
Snare 02
Snare 03
Snare 04
Snare Broomstick 01
Snare Broomstick 02
Snare Brush 01
Snare Brush 02
Snare Brush 03
Snare Half Center 01
Snare Half Center 02
Snare Half Center Brush 01
Snare Half Center Brush 02
Snare Mallet 01
Snare Mallet 02
Snare Muted Broomstick
Snare Muted Mallet 01
Snare Muted Mallet 02
Snare Muted Rods
Snare Muted
Snare Rimclick 01
Snare Rimclick 02
Snare Rimclick Brush 01
Snare Rimclick Brush 02
Snare Rimclick Brush 03
Snare Rimshot 01
Snare Rimshot 02
Snare Rimshot 03
Snare Rimshot 04
Snare Rimshot 05
Snare Ringshot 01
Snare Ringshot 02
Snare Rods

Agogo/

Agogo Hi
Agogo Lo
Agogo Muted

Bells/

Bell 01
Bell 02
Bell 03
Bell 04
Jingle Bells Indian
Jingle Bells

Bendir/

Bendir Muted
Bendir Standard

Blocks/

Block Granite
Block Plastic Hi
Block Plastic Lo

Bongo/

Bongo Hi Center
Bongo Hi Side
Bongo Lo Center
Bongo Lo Side
Bongo Triple 01
Bongo Triple 02
Bongo Triple 03
Bongo Wood Hi
Bongo Wood Lo
Bonko/Bonko Center
Bonko/Bonko Muted
Bonko/Bonko Side

Cajon/

Cajon 01
Cajon 02
Cajon 03
Cajon Palm 01
Cajon Palm 02
Cajon Palm 03
Cajon Slap 02
Cajon Slap 03

Campana/

Campana 01
Campana 02
Campana 03
Campana Muted 01
Campana Muted 02
Campana Muted 03

Caxixi/

Caxixi Double Metal
Caxixi Double
Caxixi

Clave/

Clave 01
Clave 02
Clave African

Conga/

Conga 01
Conga 02
Conga 03
Conga 04
Conga Muted 01
Conga Muted 02
Conga Muted 03
Conga Palm 01
Conga Palm 02
Conga Palm 03
Conga Palm 04
Conga Side 01
Conga Side 02
Conga Side 03
Conga Side 04
Conga Slap 01
Conga Slap 02
Conga Slap 03
Conga Slap 04

Cowbell/

Cowbell Bright
Cowbell Long
Cowbell Short

Cymbals/

Cymbal Latin Crash Center
Cymbal Latin Crash Middle
Cymbal Latin Crash Side
Cymbal Splash Center
Cymbal Splash Middle
Cymbal Splash Side

Derbuka/

Derbuka 01
Derbuka 02
Derbuka Egyptian Muted
Derbuka Egyptian Side
Derbuka Egyptian
Derbuka Metal Side
Derbuka Metal
Derbuka Muted
Derbuka Side

Djembe/

Djembe Malian Palm
Djembe Malian Side
Djembe Malian Slap
Djembe Malian
Djembe Muted
Djembe Senegalese Muted
Djembe Senegalese Palm
Djembe Senegalese Side
Djembe Senegalese Slap
Djembe Senegalese
Djembe Wood Muted
Djembe Wood Palm
Djembe Wood Side
Djembe Wood Slap
Djembe Wood

Dundun/

Dundun Big
Dundun Medium
Dundun Small

Ganza/

Ganza 01
Ganza 02

Maracas/

Maracas 01
Maracas 02

Misc/

Afoxe
Castanet
Cricket
Stick Hit

Ocean Drum/

Ocean Drum Muted
Ocean Drum Nail
Ocean Drum Side
Ocean Drum Standard

Pandeiro/

Pandeiro 01
Pandeiro 02
Pandeiro 03
Pandeiro Palm 01
Pandeiro Palm 02
Pandeiro Palm 03
Pandeiro Slap 01
Pandeiro Slap 02
Pandeiro Slap 03
Pandeiro Trill 01
Pandeiro Trill 02
Pandeiro Trill 03

Instruments List

Quinto/

Quinto 01
Quinto 02
Quinto Palm 01
Quinto Palm 02
Quinto Slap 01
Quinto Slap 02

Repinique/

Repinique 01
Repinique 02
Repinique Muted
Repinique Rimshot
Repinique Slap

Shaker/

Shaker Bright
Shaker 01
Shaker 02
Shaker Egg 01
Shaker Egg 02
Shaker Egg 03
Shaker Heavy Grains

Shekere/

Shekere 01
Shekere 02
Shekere 03
Shekere Hit
Shekere Shake 01
Shekere Shake 02

Singing Bowl/

Singing Bowl Hi 01
Singing Bowl Hi 02
Singing Bowl Hi 03
Singing Bowl Lo 01
Singing Bowl Lo 02
Singing Bowl Lo 03
Singing Bowl Med 01
Singing Bowl Med 02
Singing Bowl Med 03
Singing Bowl Med 04

Sleigh Bells/

Sleigh Bells 01
Sleigh Bells 02

Sonaille/

Sonaille 01
Sonaille 02

Surdo/

Surdo 01
Surdo 02
Surdo Side

Tabla/

Tabla Moroccan 01
Tabla Moroccan 02
Tabla Moroccan Muted
Tabla Moroccan Palm 01
Tabla Moroccan Palm 02
Tabla Moroccan Side
Tabla Moroccan Slap

Tamboa/

Tamboa 01
Tamboa 02
Tamboa 03
Tamboa 04
Tamboa Roll 01
Tamboa Roll 02

Tamborim/

Tamborim 01
Tamborim 02
Tamborim 03
Tamborim Muted 01
Tamborim Muted 02
Tamborim Muted 03

Tambourine/

Tambourine 01
Tambourine 02
Tambourine 03
Tambourine Drumstick
Tambourine Shake 01
Tambourine Shake 02
Tambourine Tap 01
Tambourine Tap 02

Timbalito/

Timbalito 01
Timbalito 02
Timbalito Muted 01
Timbalito Muted 02
Timbalito Rimshot 01
Timbalito Rimshot 02

Timbau/

Timbau 01
Timbau 02
Timbau Muted 01
Timbau Muted 02
Timbau Rimshot 01
Timbau Rimshot 02
Timbau Slap

Torpedo/

Torpedo Double
Torpedo Long
Torpedo Short

Triangle/

Triangle 01
Triangle 02
Triangle 03
Triangle 04
Triangle Muted 01
Triangle Muted 02
Triangle Muted 03
Triangle Muted 04

Tumba/

Tumba 01
Tumba 02
Tumba Muted
Tumba Palm 01
Tumba Palm 02

Udu/

Udu Flat 01
Udu Flat 02
Udu Flat 03
Udu Flat 04
Udu Round 01
Udu Round 02
Udu Round 03
Udu Round 04
Udu Round 05

Woodblock/

Woodblock 01
Woodblock 02
Woodblock 03
Woodblock 04
Woodblock 05
Woodblock 06
Woodblock 07
Woodblock 08

7 Found Sounds

Human/

Hand Clap 01
Hand Clap 02
Hand Clap 03
Hand Clap 04
Human Belly Slap 01
Human Belly Slap 02
Human Belly Slap 03
Human Body Slap 01
Human Body Slap 02
Human Chest 01
Human Chest 02
Human Chest 03
Human Chest 04
Human Chest 05
Human Chest 06
Human Chest 07
Human Chest 08
Human Fall Clean 01
Human Fall Clean 02
Human Mouth 01
Human Mouth 02
Human Mouth 03
Human Mouth 04
Human Mouth 05
Human Mouth 06
Human Mouth 07
Human Mouth 08
Human Mouth 09
Human Mouth 10
Human Mouth 11
Human Mouth 12
Human Mouth 13
Human Snap 01
Human Snap 02
Human Snap 03
Human Snap 04
Human Snap 05
Human Snap 06
Human Snap 07
Human Snap 08
Human Snap 09
Human Snap 10
Human Thigh Slap 01
Human Thigh Slap 02
Human Thigh Slap 03
Human Thigh Slap 04
Human Thigh Slap 05
Human Tongue 01
Human Tongue 02

Instruments List

Metal/

Car Bodywork 01
Car Bodywork 02
Car Bodywork 03
Car Bodywork 04
Car Bodywork 05
Car Bodywork 06
Car Bodywork 07
Car Bodywork 08
Car Bodywork 09
Car Bodywork 10
Car Bodywork 11
Car Bodywork 12
Car Bodywork 13
Car Bodywork 14
Car Bodywork 15
Car Bodywork 16
Car Door
Car Front
Car Hood 01
Car Hood 02
Car Hood 03
Car Hood 04
Car Hood 05
Car Trunk
Car Wheel 01
Car Wheel 02
Chisel Fall 01
Chisel Fall 02
Chisel Rock 01
Chisel Rock 02
Handpan 01
Handpan 02
Handpan 03
Handpan 04
Metal Anvil 01
Metal Anvil 02
Metal Anvil 03
Metal Anvil 04
Metal Anvil 05
Metal Anvil 06
Metal Anvil 07
Metal Anvil 08
Metal Box
Metal Bucket
Metal Cable 01
Metal Cable 02
Metal Can 01
Metal Can 02
Metal Can 03
Metal Can 04
Metal Container 01
Metal Container 02
Metal Container 03
Metal Container 04
Metal Container 05
Metal Container 06
Metal Door 01
Metal Door 02
Metal Door 03
Metal Door 04
Metal Door 05
Metal Door 06

Metal Door 07
Metal Fence

Metal Forge 01
Metal Forge 02
Metal Hit 01
Metal Hit 02
Metal Hit 03
Metal Hit 04
Metal Hit Heavy 01
Metal Hit Heavy 02
Metal Hit Scoop 01
Metal Hit Scoop 02
Metal Hit Scoop 03
Metal Hit Scoop 04
Metal Hit Scoop 05
Metal Hit Scoop 06
Metal Hit Scoop 07
Metal Hit Soft 01
Metal Hit Soft 02
Metal Impact 01
Metal Impact 02
Metal Impact 03
Metal Impact 04
Metal Impact 05
Metal Impact 06
Metal Impact 07
Metal Impact 08
Metal Impact 09
Metal Impact 10
Metal Impact 11
Metal Impact 12
Metal Impact 13
Metal Impact 14
Metal Impact 15
Metal Impact 16
Metal Impact 17
Metal Impact Hi 01
Metal Impact Hi 02
Metal Pipe 01
Metal Pipe 02
Metal Plate Bended 01
Metal Plate Bended 02
Metal Sheet 01
Metal Sheet 02
Metal Sheet 03
Metal Sheet 04
Metal Sign 01
Metal Sign 02
Metal Small Hit 01
Metal Small Hit 02
Metal Sticks
Sword Hit 01
Sword Hit 02
Sword Hit 03

Misc/

Clock Gear
Depressurized Bubbles
Empty Factory 01
Empty Factory 02
Empty Factory 03
Empty Factory 04
Empty Factory 05
Empty Factory 06
Empty Factory 07
Empty Factory 08
Empty Factory 09
Glass Break 01
Glass Break 02
Glass Hand
Glass Hit 01
Glass Hit 02
Glass Small Hit 01
Glass Small Hit 02
Glass Window 01
Glass Window 02
Gun Riffle 01
Gun Riffle 02
Gun Riffle 03
Gun Shot 01
Gun Shot 02
Gun Shot 03
Jump 01
Jump 02
Kendo 01
Kendo 02
Kendo 03
Plastic Bottle
Plastic Jump 01
Plastic Jump 02
Plastic Sheet Hard 01
Plastic Sheet Hard 02
Plastic Sheet Soft 01
Plastic Sheet Soft 02
Punch
Resonant Glass 01
Resonant Glass 02
Resonant Glass 03
Resonant Glass 04
Rocks In A Cave
Rubber Glove Skin 01
Rubber Glove Skin 02
Rubber Glove Skin 03
Shoulder Stick
Skull 01
Skull 02
Sledgehammer 01
Sledgehammer 02
Sledgehammer 03
Sledgehammer 04
Sledgehammer 05
Sledgehammer 06
Sledgehammer Rock 01
Sledgehammer Rock 02
Sledgehammer Rock 03
Sledgehammer Rock 04
Sledgehammer Rock 05
Sledgehammer Rock 07

Sledgehammer Rock 08
Sledgehammer Rock 09

Sledgehammer Rock VI
Tom Galley 01
Tom Galley 02
Water Bomb
Window

Links

UVI

- Home uvi.net/ 
- UVI Portal. uvi.net/uvi-portal 
- Soundbank Installation Guide [installing_uvi_soundbanks_en.pdf](#) 
- UVI Workstation User Guide [uviworkstation_user_guide_en.pdf](#) 
- Your Registered Product Serial Numbers and Download Links. uvi.net/my-products 
- FAQ uvi.net/faq 
- Tutorial and Demo Videos youtube.com/ 
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ASTEROID

Credits and Thanks

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