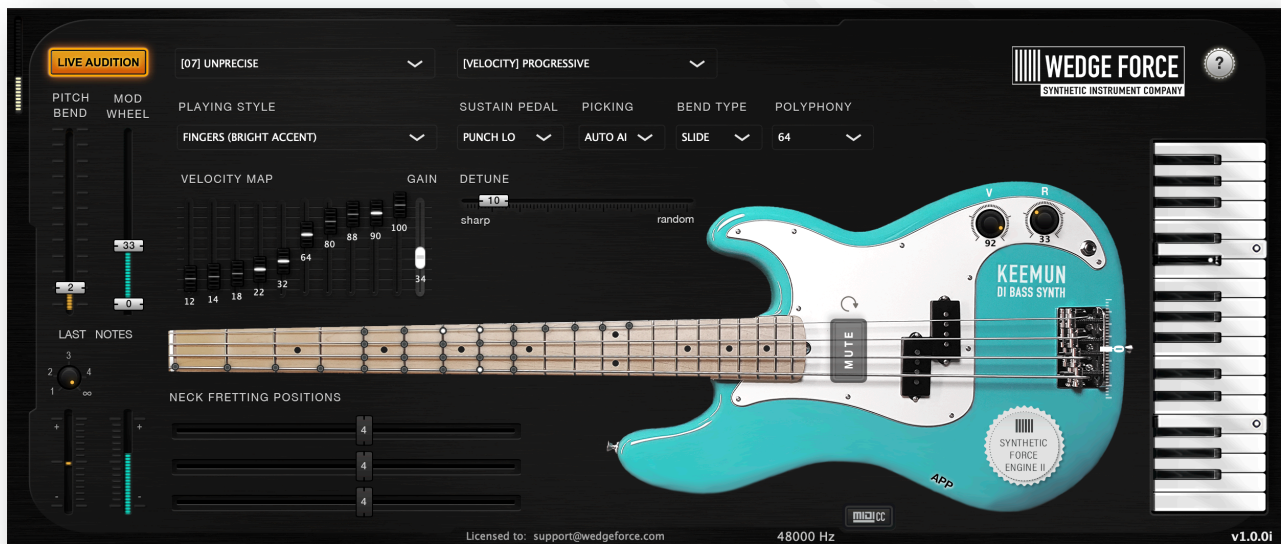


KEEMUN

DI BASS SYNTH



“... a great musical instrument inspires musicians to be creative in ways that were impossible before”



INTRODUCTION

Thank you!

Welcome to the world of our synthesizers!

We would like to thank you for purchasing one of our fine musical instruments!

About Us

We are an innovative company with a mission to deliver authentic software sound synthesis.

We enable musicians to create mouse click perfect parts with professional sound quality.

Our software musical instruments are equally well suited for live on-stage performances as well as studio recordings.

REQUIREMENTS

Supported Formats

- Supports **Mac** OSX and **PC Windows** OS
- Supports 64bit Platforms
- Supports **AAX, VST3, VST2** and **AU** plugin formats
- Supports Pro Tools, Cubase, Logic Pro X, Studio One, Ableton and other compatible DAW containers

Hardware

- **Minimum**
CPU: 2.5 GHz
RAM: 16 GB
HDD: 16 GB
- **Recommended**
CPU: 3.0 GHz
RAM: 16 GB
HDD: 16 GB



FEATURES

Blend Harmonics



Slap/Pick harmonics can be blended into the main tone by using the MOD wheel controller on your keyboard.

Blend them in from 0 to 100% to get your unique authentic tone!

Neck Play Position



Identical notes are available on multiple different frets on a bass neck and they all sound different. This is why we provide you with the option to choose the proper neck mapping for your sound preferences.

Bass Riffs



“Keemun” synth is designed for playing bass riffs and rhythms. It features customizable pitch bending, solo/multi polyphony and note release settings.

Muting



Muting is a popular technique among bass players. You can achieve that with the sustain pedal.

The “punch mute” option simulates the initial string muting sound which could be used as percussion sound as well.



How are we different?



At the heart of our massive and authentic tone is our proprietary “Synthetic Force Engine II”.

Sampled sounds on their own would never sound like the real bass instrument. Harmonic resonances are different for each combination of notes. This is why our “Synthetic Force Engine II” combines pre-sampled waveforms with real-time synthesized sounds.

No Built in Effects

Keemun comes without any effects on board. We focused our efforts on synthesizing the perfect DI bass sound ready to be pumped into any existing 3rd party bass effects gear.

To play the “Keemun” synth you’re going to need lots of third party effects (tube amp, compressor, delay, chorus, distortion, flanger,

etc.) because the clean DI sound is dull.

You can start with the bass effects from the Plugin Alliance bundle or other 3rd party effects like TH3 or Guitar Rig.

Hardware digital effects like Kepmer or Axe FX sound great as well.

We recommend digital bass effects because re-amping an analog signal reduces the sound quality.

Fully Customizable

- Customizable pitch bender for BEND or SLIDE the notes over semitone intervals
- Customizable velocity mapping of your keyboard
- Customizable behavior of your sustain pedal
- Play extrapolated notes outside the guitar neck



Under the Hood



Studio Sampled Waveforms Lossless Hi-Res Audio

It took us an insane amount of crafting to sample the world's most iconic custom-made basses (the exact customizations are our trade secret) with the best possible (to date) sound equipment.



Real-Time Synthesized Sounds Internal 64bit double precision

We simulate the string resonance in real-time to synthesize the right harmonics and damping force to blend them into the main studio sampled tone.

This is our unique way to preserve the authentic bass timbre.

DEPLOYMENT

Download

We recommend that you download the latest Keemun version from within the Plugin Alliance installer application.

Installation

Make sure your OS account has administrative privileges before you launch the installation.

During installation you can choose to install all different plugin formats or exclude the ones not relevant to your environment.

HINT: For best performance we recommend installing on a SSD drive. Installing “Keemun” on a slower HDD is ok and will not impact the sound quality – only the initial plugin loading time.



Activation

You need to activate your product with **Plugin Alliance** activation workflow.

Telemetry

To improve our product, we might collect telemetry data. It includes product settings, environment configuration and crash reports.

Please help us to make better products.

Updates

“Keemun” will kindly prompt you at startup to download and install new updates when they are released.

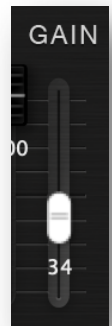
SETTINGS

Volume Controls

The master volume works like the bass “V” knob.



You can keep it at max level and use the **GAIN** slider to adjust the output level. You could connect an external volume pedal as well.



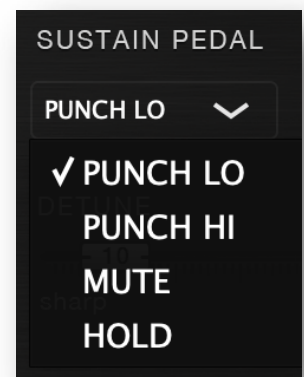
Mute

You can mute the base sound with the sustain pedal.



Sustain Pedal

The behavior of the sustain pedal can be changed.



The **HOLD option** Makes the sustain

pedal hold all pressed notes until you release it (like on a piano). The HOLD behavior is not always useful for bass parts so we introduced the **MUTE option** where the notes will sound muted while the sustain pedal is pressed.

The **PUNCH LO/HI option** works like MUTE but if you press the sustain pedal while a note is playing it will silent the note with a muted sound (like on a bass).

HINT: Try the PUNCH LO/HI option with distortion effects.

HINT: You can invert the sustain pedal behavior by clicking on this

icon: 

Picking Behaviour

Auto AI: Predict the correct picking direction (up or down) based on the tempo of playing, neck position and velocity of the previously played notes.

Down/Up: Always down/up picking.

Alternate: Start with down and then keep alternating - up, down, up, etc.

Status Badges

These badges show the current settings you are using.

The default badge color is black. They turn red when you run in sub-optimal settings like low sample rates, etc.

Harmonics

A major difference between guitars and keyboards is that guitarists have direct access to their strings and are able to play additional slap/pull sounds to add additional harmonics into their bass tone.

Our “Synthetic Force Engine” is capable of synthesizing slap/pull harmonic sounds as well. You can blend them into the main guitar tone with the MOD WHEEL controller of your keyboard.



MOD Wheel

You can blend slap/pull harmonics into the main bass tone by using the MOD WHEEL controller on your keyboard.



The upper slider controls (in %) the amount of harmonic tone when MOD WHEEL controller is all the way up. This ensures that you won't go beyond this limit while playing live. You can experiment with settings from 50% to 80%.

The lower slider controls (in %) the amount of harmonic tone when MOD WHEEL controller is all the way down. You can experiment with percentages from 0% to 30% to always blend a smaller amount of harmonics to all notes.

While playing live you can adjust the harmonic mix (with the MOD WHEEL controller) in the range bound by the two sliders.

Pitch Bend

This slider adjusts the PITCH BEND interval in semitones.



This interval works only for bending up.

When bending down the interval is always 12 semitones.

Neck Position

The neck of the bass is richer than the piano keyboard in



a way that a single note is available on multiple different frets and each of them has unique sound because of the different string lengths and gauges.

The neck mapping position sliders adjusts the starting guitar fret from which the keyboard will be mapped.

The current mapping is marked by the yellow dots on the guitar neck.



There are separate sliders for each of the strings (1, 2, 3).

You can experiment with lower frets and open strings for cleaner ringing tones, while the upper frets will give you warmer and tighter sounds.

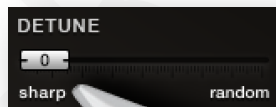
Note Release

You can adjust the **RELEASE** of your notes from the 'R' knob.



You can experiment with the **POLYPHONY** set to 1 and high 'R' values.

Note Detune



Bass players can hardly play in perfect tune all their notes. This leads to slight detune into their bass parts which sounds realistic.

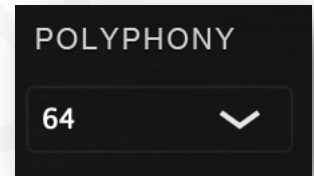
The **DETUNE** setting helps keyboardists to do the same.

HINT: This is useful when playing muted notes to avoid the “machine gun” effect.

HINT: Effects (like **FLANGER**) can add additional detune which may become too much.

Polyphony

You can adjust your **POLYPHONY** from this setting.



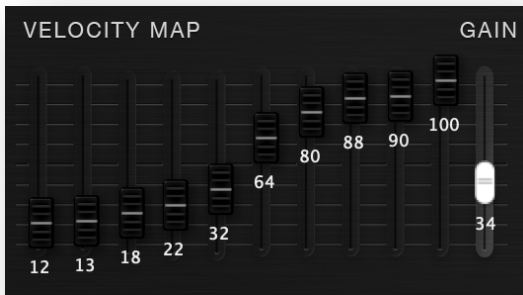
You may need this to play cleaner parts where only one note is audible at a time.

HINT: Try this on solo parts with high distortion effects.

Another reason would be to limit the CPU load by ensuring that no more than a certain number of voices will be playing at the same time.



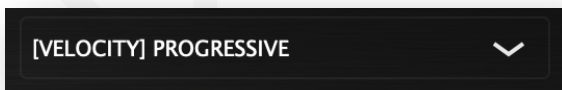
Velocity Mapping



These controls allow you to adjust the velocity mappings depending on your playing style and your keyboard sensitivity. High flat mappings are good for distortion bass parts while increased dynamic ranges are suitable for clean parts.

The dynamic ranges of different keyboard models vary so you should adjust the velocity mapping to match your keyboard.

Velocity Presets

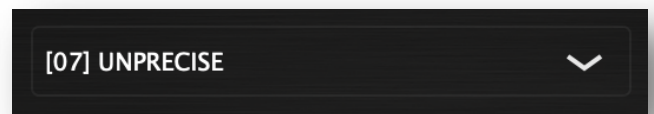


Use the default velocity presets to quickly select a mapping which matches your playing style.

We encourage you to start from a preset and then adjust the individual velocity map sliders and gain level (if needed).

HINT: The slider knobs will light to indicate where the currently played note is mapped. This will help you to further adjust the mappings.

Presets



We provide you with default presets. You can explore them to hear how the sound changes. For example, each preset comes with its own demo song.



Once you get familiar with the settings you can start customizing them to find your unique sound.



Keyboard

The on-screen keyboard contains all notes which are present on the bass neck.

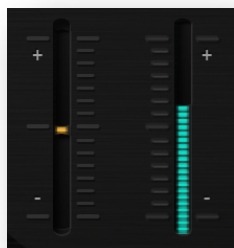


“Synthetic Force Engine II” is capable of synthesizing notes two octaves below and above the bass neck range but they should be used carefully (if at all) because they do not correspond to real frets and sound unnatural in bass parts.

Most bass effects are designed to sound well only within the bass neck so it is recommended to play within that range - like base players do.

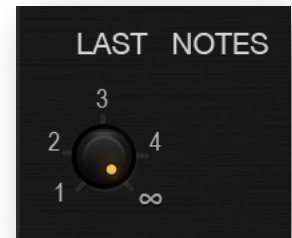
PB and MOD Indicators

These indicators show the current position of PITCH BEND and MOD WHEEL controllers.



Last Notes

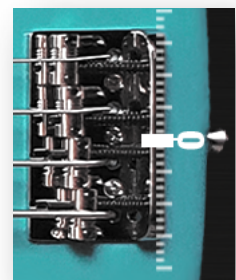
Bass players often hold a note on one string while bending a note on a different string.



By default, the PITCH BEND controller affects all currently pressed notes. To achieve the same technique, you need to adjust the “LAST NOTES” settings. For example, if you set the LAST NOTES for PITCH BEND to “1” then only the last played note will be bent, leaving all other notes playing in the background without bending them. If you set it to “2” the last two notes will be bent.

Fine Tune

Our samples are in perfect 440 Hz tune but sometimes you may need to detune your bass to match another instrument or to match a different tuner.

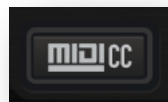


This vertical slider allows you to fine tune your “KEEMUN” bass.

MIDI Control Channels

You can map most of the settings described so far to the hardware knobs on your MIDI keyboard.

Different keyboards use different MIDI CC values. You can customize yours from here:



HINT: The easiest way to find out the MIDI CC values of your keyboard is by using the **LEARN** button.

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