



7deadlysnares



The Ultimate Snare Generator

Unleash the power of **7DeadlySnareS** – the ultimate snare generator VST plugin that features 7 customizable audio engines, each inspired by one of the seven deadly sins: **pride, greed, lust, envy, gluttony, wrath, and sloth.**

With its multiple parameters, **7DeadlySnareS** allows you to quickly explore endless possibilities and create snare sounds for any genre, from old-school boom-bap to modern trap, watery or glitchy snares. Plus, its vast selection of presets covers a wide range of styles, which can be easily customized to create your own unique sound.

The Engines:

Each engine comes with a huge amounts of presets that cover a large scope, ready to be quickly tweaked and tuned to match your song.

They each have **4 macros**.

1. Sloth

Based on classic analogue rhythm box style snares. This snare sound has a distinctive, snappy attack and a long decay that gives it a characteristic “booming” quality. Prized for their warmth, character, and ability to cut through a mix.

A = Noise to body fm amount

B = Transient brightness

C = Decay brightness

D = Tone brightness



2. Gluttony

This engine was created around Foley samples, which is great for adding depth and texture to your beats.

A = Body amount

B = Transient brightness

C = Decay brightness

D = Noise change with every hit



3. Wrath

Old school boom bap style snares.

A = Noise amplitude modulation

B = Transient brightness

C = Decay brightness

D = Room brightness



4. Lust

Water-type snares.

A = Modulates between a long low pass filter and short high pass filter to a short low pass filter and a long high pass filter

B = Water type (river, etc)

C = Droplet amount – adds more droplet sound after the main hit

D = Introduces a slight change with every hit



5. Envy

Make everyone envious of your snares

A = Low noise

B = Middle noise

C = High noise

D = Sustain



6. Greed

Melodic snare type.

A = Reverb level

B = Reverb time

C = Bright content decay curve

D = Body decay curve



7. Pride

Classic analogue rhythm box style snares.

A = Amplitude curve distribution

B = Amplitude stretch

C = Impact duration (work together with impact knob)

D = Tail that you can parameterize creating infinite possibilities



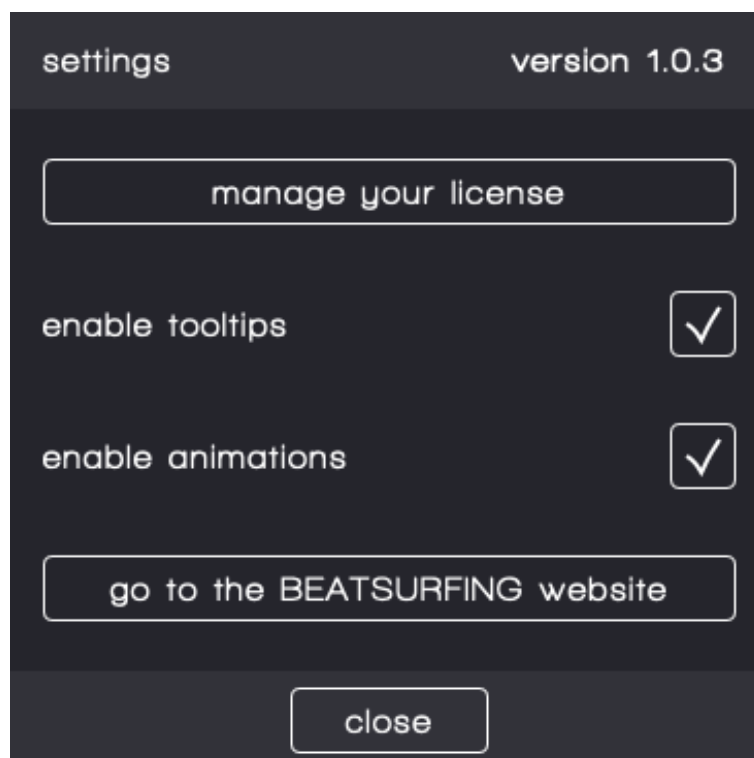
Common parameters:

Each engine share a set of common parameters:

- The **noise** section let you switch between 2 fixed noise sources with **type** (It varies for each engine), set the starting point in the noise buffer with **seed**, and how fast the buffer is read with **speed** (it can affect the pitch).
- The **pitch** section let you toggle the **keyboard tracking**, set the **tune** of the snare (in relative or absolute value depending if the keyboard tracking is on), **fine-tune** and the **tone**, which pushes forward harmonics an octave appart.
- The **randomize** section let you apply **randomization** to all the parameters by clicking on the central dice, with deviation from the current state depending on a factor derived from the **amount** slider. You can revert to a previous state with the **circling arrow** button.
- Below, you'll find a **velocity sensitivity** slider that compresses velocity's dynamic range
- The **enveloppe/filter** section gives you access to the **length** parameter, which stretches up or down all envelopes at once, the **impact** which acts as a transient shaper to smooth out the attack or to get snappier snares when turned clockwise. The **Q** knob widens or narrows down the frequency range and the **fire** one increases or decreases saturation and power.
- Finally, the **morph** section gives you access to **3 altered versions** of the current engine represented by the 3 corners of the area, that you can interpolate by dragging the **pointer**.

Tooltips:

If you ever wonder what a certain button or knob does, you can get a description of each parameter by enabling **Tooltips** on the **Settings** tab and hovering your mouse over it.



System Requirements:

Windows

- Windows 7 or later
- 2GHz Pentium IV processor or equivalent
- A host that supports 32-bit or 64-bit VST
- At least 335MB free disk space
- Formats: VST, VST3

macOS

- macOS 10.13 High Sierra or later
- Intel or Apple Silicon processor
- A host application that supports 64-bit VST or AudioUnit
- at least 335MB free disk space
- Formats: AU, VST, VST3

Installation Instructions:

Windows

1. Download **7DeadlySnares_X.X.X.exe** installer file.
2. Install to your preferred plugin folder.
3. On first launch, enter your License code.

macOS

1. Download **7DeadlySnares_X.X.X.pkg** installer file.
2. Follow the steps to install.
3. On first launch, enter your License code.* NB : on macOS, the plugins are installed to the default location : /Library/Audio/PlugIns.

*After purchasing 7DeadlySnares, your License key appeared on your Licenses page: <https://vst.beatsurfing.com/my-license/>

License Activation & Deactivation:

Each license you buy lets you activate the plugin on **2 computers** at a time. If you need to run it on a third machine, you'll first need to deactivate the plugin's license on one of your machines.

When deactivated, your plugin is still usable, but in a frozen state: your existing sessions will be able to load the plugin and its parameters in their last saved state. However you won't be able to access the user interface to tweak its parameters.

Support:

Thank you for choosing 7DeadlySnares. For additional support or updates, visit our website at <https://vst.beatsurfing.com> and explore our growing knowledge-base at <https://knowledge.beatsurfing.com/audio-plugins-mac-os-x-or-windows>