

“Fuming Dragon Fire”

140 BPM

KONTAKT

FF1-FUMINGDRAGONFIRE[140BF]

Output: st. 1 | Voices: 0 Max: 32 | Purge | Memory: 53.67 MB

Midi Ch: [A] 1

Tune: 0.00

FELT FORCE 1

By Sonokinetic optimum Est musica

Large Orchestral Percussion Ensemble

Pitch Mod

+1 oct

C-1 C1 C2 C3 C4

Endings and break-ending are located at the top of each sample set section towards the end of the selected keyboard octave.

“Hits & Endings”

120 BPM

KONTAKT

FF1-HITS&ENDINGS[120BPM]

Output: st. 1 | Voices: 0 Max: 32 | Purge | Memory: 32.75 MB

Midi Ch: [A] 1

Tune: 0.00

FELT FORCE 1

By Sonokinetic optimum Est musica

Large Orchestral Percussion Ensemble

Pitch Mod

+1 oct

C-1 C1 C2 C3 C4

“Freezing Hell”

120 BPM

KONTAKT

FF1-FREEZINGHELL[120BPM]

Output: st. 1 | Voices: 0 Max: 32 | Purge | Tune: 0.00

Midi Ch: [A] 1 | Memory: 34.88 MB

FELT FORCE

By Sonokinetic
optimum Est musica

Large Orchestral Percussion Ensemble

Pitch Mod

+1 oct

C-0 C0 C1 C2 C3

Endings and break-ending are located at the top of each sample set section towards the end of the selected keyboard octave.

“Iron Pit”

160 BPM

KONTAKT

FF1-IRONPIT [160BPM]

Output: st. 1 | Voices: 0 Max: 32 | Purge | Tune: 0.00

Midi Ch: [A] 1 | Memory: 31.33 MB

FELT FORCE

By Sonokinetic
optimum Est musica

Large Orchestral Percussion Ensemble

Pitch Mod

+1 oct

C-0 C1 C2 C3 C4

Endings and break-ending are located at the top of each sample set section towards the end of the selected keyboard octave.

“Men In Battle”

Male Shouts & Screams



“Metal & Iron”

Single shots of Iron and Metal



Endings and break-ending are located at the top of each sample set section towards the end of the selected keyboard octave.

“On A Collision Track”

170 BPM 3/4

KONTAKT

FF1-ONACOLLISIONTRACK[170B

Output: st. 1 Voices: 0 Max: 32 Purge

Midi Ch: [A] 1 Memory: 18.45 MB

Tune 0.00

FELT FORCE 1

By Sonokinetic optimum Est musica

Large Orchestral Percussion Ensemble

Pitch Mod

+1 oct

C-0 C1 C2 C3 C4

Endings and break-ending are located at the top of each sample set section towards the end of the selected keyboard octave.

“Rocket Flying Debris”

130 BPM

KONTAKT

FF1-ROCKETFLYINGDEBRIS[130

Output: st. 1 Voices: 0 Max: 32 Purge

Midi Ch: [A] 1 Memory: 18.93 MB

Tune 0.00

FELT FORCE 1

By Sonokinetic optimum Est musica

Orchestral Percussion Ensemble

Pitch Mod

+1 oct

C-0 C1 C2 C3 C4

Endings and break-ending are located at the top of each sample set section towards the end of the selected keyboard octave.

“Rocket Flying Debris”

145 BPM



Endings and break-ending are located at the top of each sample set section towards the end of the selected keyboard octave.

“Snares”

120 BPM Ensemble play



“Snares”

140 BPM Ensemble Play



“The Black Hole Eclipse”

140 BPM with bamboo



Endings and break-ending are located at the top of each sample set section towards the end of the selected keyboard octave.

“Titanium Gear”

150 BPM

The screenshot shows the Kontakt software interface for the instrument 'FF1-TITANIUMGEAR [150BPM]'. The top bar includes the Kontakt logo, transport controls, and system information (CPU, Disk, Memory). The main display area features the 'FELT FORCE 1' logo and the text 'By Sonokinetic optimum Est musica' and 'Large Orchestral Percussion Ensemble'. Below the logo is a keyboard view with a pitch modulation section on the left.

Endings and break-ending are located at the top of each sample set section towards the end of the selected keyboard octave.

“Try Sonokinetic”

165 BPM

The screenshot shows the Kontakt software interface for the instrument 'FF1-TRYSONOKINETIC[165BPM]'. The top bar includes the Kontakt logo, transport controls, and system information (CPU, Disk, Memory). The main display area features the 'FELT FORCE 1' logo and the text 'By Sonokinetic optimum Est musica' and 'Large Orchestral Percussion Ensemble'. Below the logo is a keyboard view with a pitch modulation section on the left.

Endings and break-ending are located at the top of each sample set section towards the end of the selected keyboard octave.

“Very Big Drum”

Single Shots

