REV: Overview

REV comes with 4 separate NKI Engines.

REV: Instruments is a multilayer engine where you can freely play all kinds of instruments backwards and in real time. It comes with 500 presets, ranging from simple reverse piano to complex blended sound design. The samples come in multiple velocities and are all the same length for playability. Sample start can be adjusted by a slider so that you can dial in exactly how long/short the notes are. This is a great source of inspiration, texture and doubling using a range of reverses, pads, pulses and swells. On top of it (and same w/ all 4 engines) you have a ton of fx (stutters, filters, eq, delays etc.) ... and they are both global and layer based. Sounds are mainly comprised of multiple layers that let you manipulate, change, and tweak whatever you'd like. All sounds are based on 4 basic source types ... Dry (raw reverse instruments), Wet (samples with reverb added before they were flipped backwards), Pads (continuous looped pads) and Forward.

REV: Timed Instruments is almost identical to REV:
Instruments except the length is not controlled freely, but
actually controlled by note length. For example, you can set
the slider to half notes and all patches will play a half note in
the tempo of your DAW.

REV: Loops contains 15 banks of tempo locking loops, available in 2 octaves, w/ a ton of optional fx presets... giving you thousands of loop combos. Loops are organized by complexity on the keyboard with simple loops to the left and complex loops to the right. Also there is a slider to adjust speed of the playback (reg speed, half speed, double speed). None of these loops were made using the REV engine. Instead, these were all recorded live as original material. As a result, it has a completely different sound.

REV: Rises Hundreds of rises broken down by bank (A/B/C) that ALL lock to tempo. All you do is set the length, whether you want a tail or an abrupt ending and the bank letter… and then you have a rise that times out perfectly. If you want to automate in some fx it's easy (i.e. stuttering crescendo, accelerando, increasing distortion, etc..). The slider and FX menu is built the same way as REV: Loops.

Enjoy using REV… We hope you have as much fun playing around as we had making it!