

17
MODULES
全17種

SHOGEKI

ドン

取扱説明書

USER MANUAL

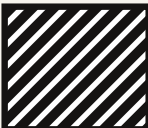
ANIME SFX & EDM TRANSITION SYNTHESIZER

VST3 · AUDIO UNIT · STANDALONE

macOS & Windows · MIDI-triggered · 100% synthesized, no samples

VER 0.4.7

shogeki.net



起動 BOOT-UP

第一話

install · rescan · first sound

macOS マック

VST3 ~/Library/Audio/Plug-Ins/VST3

AU ~/Library/Audio/Plug-Ins/Components

APP /Applications

The installer puts all three in place for you — run it and say yes.

WINDOWS ウィンドウズ

VST3

C:\Program Files\
Common Files\VST3

STANDALONE .EXE

anywhere you like

(no AU on Windows — that's a Mac format)

コピー

PLUG-IN MANAGER

SHOGEKI TECHNOLOGY

SHOGEKI // 01

OTHER VENDOR

OTHER VENDOR

OTHER VENDOR

Restart the DAW, or hit RESCAN. Look under SHOGEKI TECHNOLOGY.



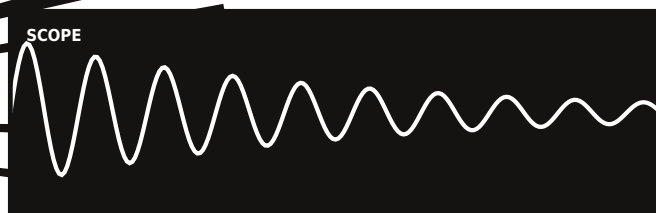
FIRST LAUNCH: a shine sweeps across the console and the default preset "Kira Shine" loads itself.

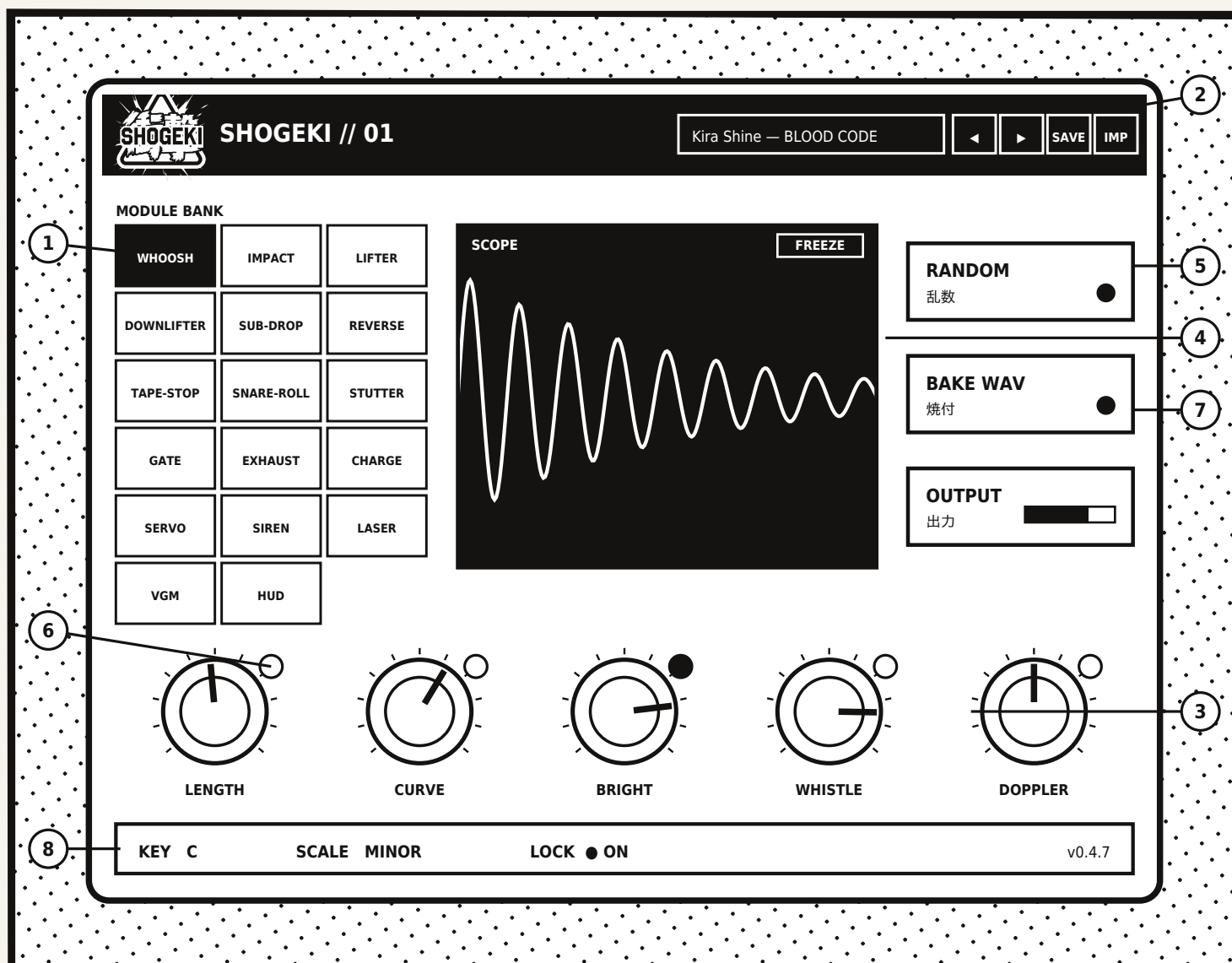
Load it on an instrument track and play any note. That's the trigger — one note, one sound effect.



ヒュウウウ

SCOPE





1 MODULE BANK

17 sound engines. Pick one and the whole console relabels itself.

2 PRESET BAR

◀▶ step through Artist → Factory → User. SAVE keeps yours, IMPORT takes a friend's.

3 MACRO × 5

Each module maps its five most useful controls here. The names change per module.

4 SCOPE

See what you just fired. FREEZE holds the last hit on screen.

5 RANDOM

Rerolls the macros — and knows which knobs should never land on zero.

6 KNOB LOCK

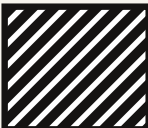
Filled pip = locked. Locked knobs survive the reroll.

7 BAKE WAV

Renders the current sound to a .wav you can drag into the DAW.

8 KEY / SCALE

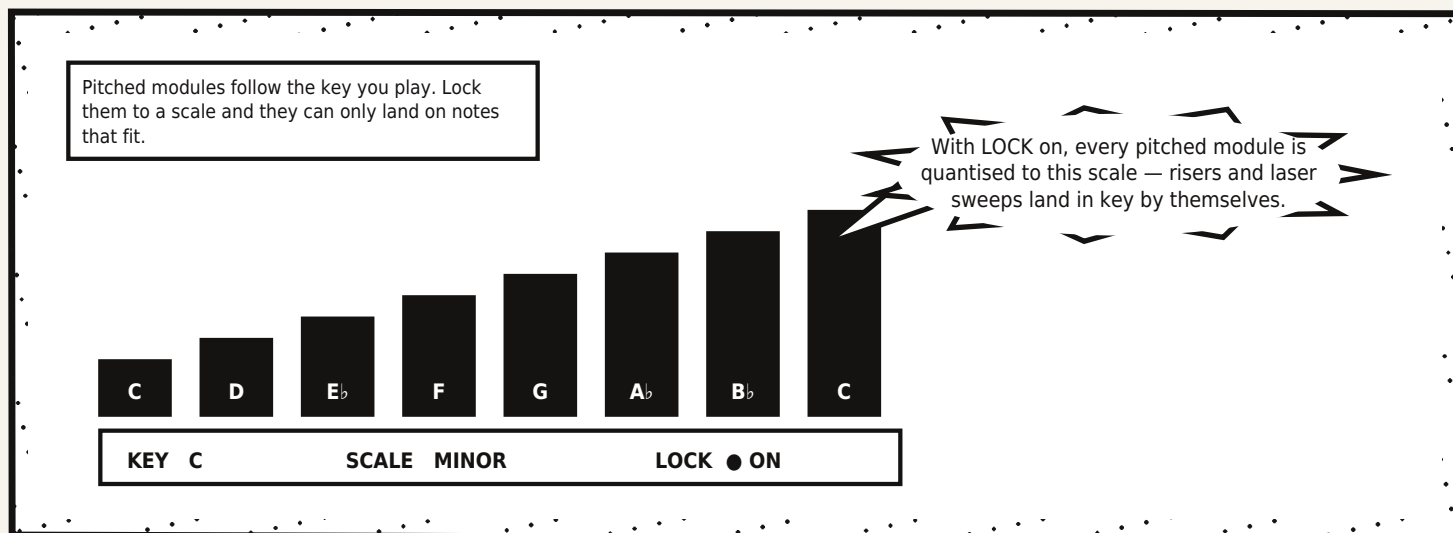
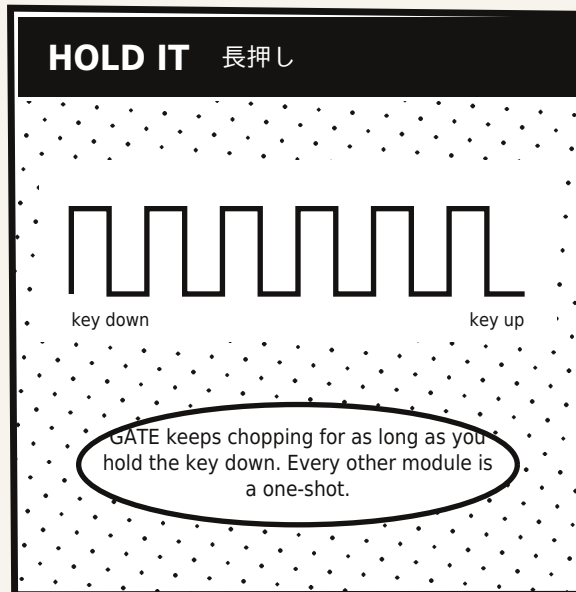
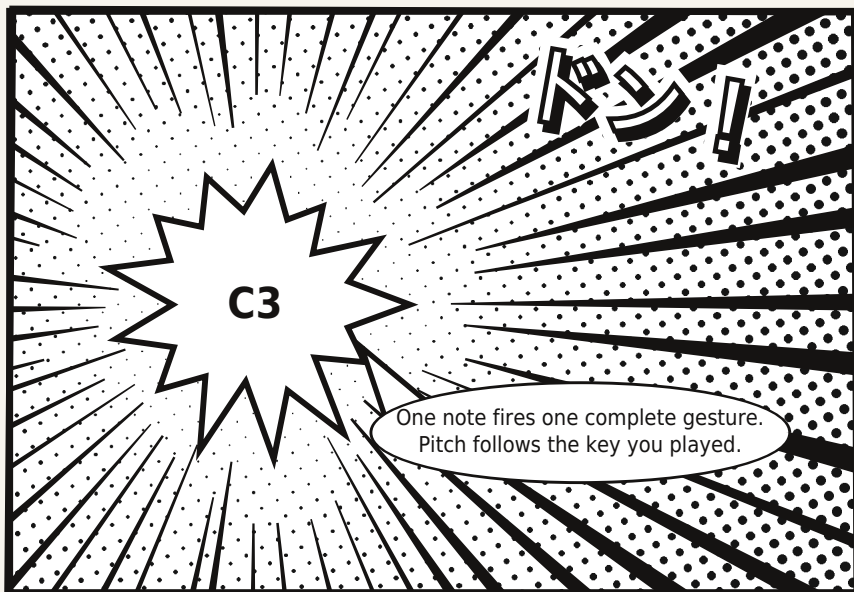
Pitched modules snap to your track's key instead of fighting it.



発射 PULL THE TRIGGER

第三話

notes · holds · key lock



WHERE THEY GO 使いどころ

BEFORE THE DROP

WHOOSH + DOWNLIFTER across the last two bars, then IMPACT on the one.

BUILD SECTIONS

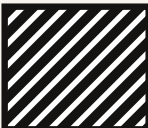
SNARE-ROLL under the final four bars; STUTTER on the last beat.

MECHA FLAVOUR

EXHAUST, SERVO and CHARGE sit under transitions as texture.

UI / GAME FEEL

HUD and VGM for menu blips, coin pickups and targeting beeps.



WHOOSH

ウィッシュ

01

TRANSITION air / riser wash

- 1 LENGTH
- 2 CURVE
- 3 BRIGHT
- 4 WHISTLE
- 5 DOPPLER



GESTURE



IMPACT

衝撃

02

TRANSITION the hit, downbeat

- 1 PUNCH
- 2 BODY
- 3 METAL
- 4 CRUSH
- 5 TAIL



GESTURE



LIFTER

上昇

03

TRANSITION arped climb

- 1 TO-PEAK
- 2 ARP RATE
- 3 PITCH+
- 4 FILTER+
- 5 STUTTER



GESTURE



DOWNLIFTER

下降

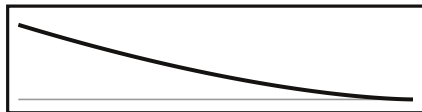
04

TRANSITION fall to the drop

- 1 LENGTH
- 2 CURVE
- 3 PITCH-
- 4 FILTER-
- 5 NOISE



GESTURE



SUB-DROP

重低音

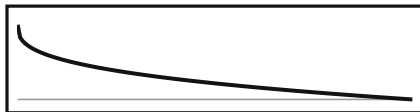
05

TRANSITION 808 sub plunge

- 1 DROP
- 2 DEPTH
- 3 DECAY
- 4 CLICK
- 5 CRUSH



GESTURE



REVERSE

逆再生

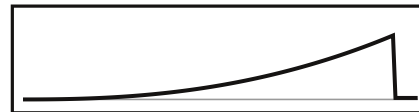
06

TRANSITION suck-in swell

- 1 LENGTH
- 2 BRIGHT
- 3 SWELL
- 4 TONE
- 5 NOISE



GESTURE



TAPE-STOP

停止

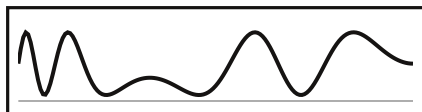
07

TRANSITION power-cut halt

- 1 SPEED
- 2 PITCH
- 3 DRAG
- 4 TONE
- 5 NOISE



GESTURE



SNARE-ROLL

連打

08

BUILD accelerating roll

- 1 LENGTH
- 2 ACCEL
- 3 PITCH
- 4 TONE
- 5 CRUSH



GESTURE



STUTTER

断続

09

BUILD chopped repeats

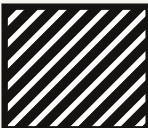
- 1 RATE
- 2 GATE
- 3 PITCH
- 4 CRUSH
- 5 REPEATS



GESTURE



The five numbered rows are the macro knobs, left to right — every module renames the same five controls. GESTURE sketches the shape of the sound.



GATE

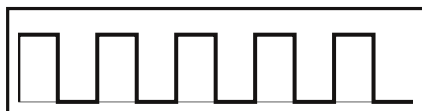
ゲート

10

BUILD trance gate

- 1 RATE
- 2 DEPTH
- 3 SHAPE
- 4 TONE
- 5 NOISE

GESTURE HELD WHILE KEY IS DOWN



EXHAUST

排気

11

SIGNATURE mecha steam vent

- 1 LENGTH
- 2 PRESSURE
- 3 BRIGHT
- 4 HISS
- 5 SNAP

GESTURE



CHARGE

充電

12

SIGNATURE power-up whine

- 1 LENGTH
- 2 PITCH+
- 3 CRACKLE
- 4 TONE
- 5 WHINE

GESTURE



SERVO

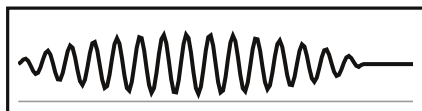
駆動

13

SIGNATURE motor / joint drive

- 1 LENGTH
- 2 SPEED
- 3 PITCH
- 4 GRIND
- 5 TONE

GESTURE



SIREN

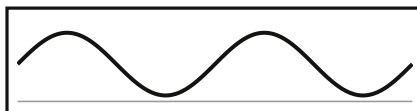
警報

14

SIGNATURE alarm sweep

- 1 RATE
- 2 DEPTH
- 3 PITCH
- 4 TONE
- 5 NOISE

GESTURE



LASER

光線

15

SIGNATURE beam zap

- 1 PITCH
- 2 SWEEP
- 3 DECAY
- 4 TONE
- 5 CRUSH

GESTURE



VGM

効果音

16

VGM chiptune blips

- 1 TYPE
- 2 PITCH
- 3 SPEED
- 4 TONE
- 5 CRUSH

GESTURE



HUD

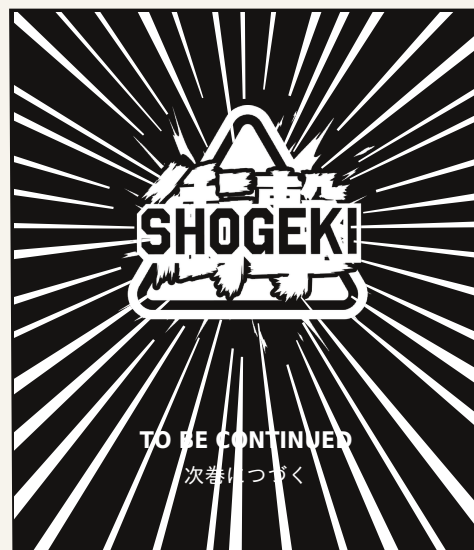
照準

17

HUD UI targeting beeps

- 1 TYPE
- 2 PITCH
- 3 DECAY
- 4 TONE
- 5 BRIGHT

GESTURE



The five numbered rows are the macro knobs, left to right — every module renames the same five controls. GESTURE sketches the shape of the sound.

乱数 ROLL THE DICE

第五話

randomise · lock · freeze

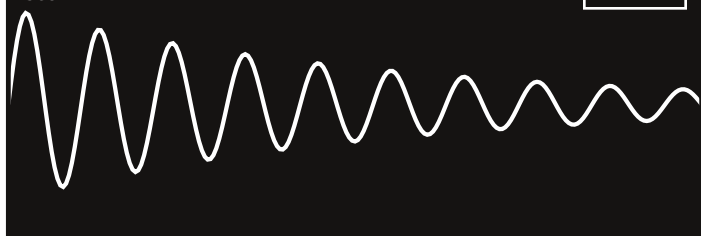
ガチャ



RANDOM → only the FREE knobs move

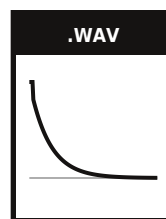
Click a knob's pip to lock it. Keep what works, reroll the rest until something surprises you.

SCOPE



FREEZE pins the last shot on screen so you can compare two rolls side by side.

BAKE WAV 焼付



→ Renders the current sound to a .wav — then drag it straight onto an audio track.



THE LOOP 作業の流れ

01

PICK
a module

02

ROLL
the dice

03

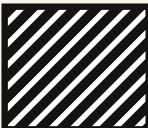
LOCK
what you like

04

TWEAK
the five macros

05

FIRE
or bake it



保存 PRESETS

第六話

artist · factory · user

THE MENU 一覧

ARTIST

Kira Shine — BLOOD CODE

Deep Impact — BLOOD CODE

FACTORY

Coin Blip

HUD Lock

Steam Vent

USER

my whoosh 03

SAVE · IMPORT 保存と読込



Step to the previous or next preset without opening the menu.

SAVE

Writes the current console — module, macros, key and post-FX tail — to a .shogeki file in your user folder.

IMPORT

Copies a .shogeki someone sent you into that folder, so it appears in the list.



.shogeki



one sound,
one tiny file

A preset stores the module, all five macros, the key and scale, and the post-FX tail. Send them to people — they're tiny.

PRESET FOLDER	macOS	WIN
	~/Library/SHOGEKI TECHNOLOGY/SHOGEKI/Presets	%APPDATA%\SHOGEKI TECHNOLOGY\SHOGEKI\Presets

IF SOMETHING GOES WRONG 困ったときは

NO SOUND?

Check you've actually played a note, and that OUTPUT isn't sitting at zero.

PLUG-IN MISSING?

Rescan in your DAW's plug-in manager, then check the install folder on page 2.

PRESET NOT SHOWING?

Use IMPORT rather than dropping the file in by hand — that copies it where the plugin looks.

STILL STUCK?

Everything else lives at shogeki.net — manual, updates and contact.



TO BE CONTINUED

CREDITS

制作

PLUGIN, DSP & SOUND DESIGN

ARTIST PRESETS

LOGO & IDENTITY

PUBLISHED BY

TEAM SHOGEKI

BLOOD CODE

wupreme

SHOGEKI TECHNOLOGY 衝擊技研

shogeki.net

VER 0.4.7

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