

# Obiwannabe

Use the source...

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## Battle stations

Now the bit you've been waiting for. Time to lock and load with some serious hardware.

Ok. We got that bit in the film/game where military style snare drums start inexplicably rolling away and I dare say the odd trumpet is playing.

- 1) We know where the bad guys are. [Check.](#)
- 2) It's been thoroughly established what rotten badass nogoodniks they are. [Check.](#)
- 3) They're probably expecting us. [Check.](#)
- 4) It's an impossible situation and we're outnumbered at least a hundred to one. [Check.](#)

We're gonna need GUNS! Lot's of guns! And maybe a few RPG7s and stuff like that just in case. Because remember kids, armed violence is the foolproof solution to all human conflict. For this we'll be needing some metallic formants, a few event chains for ratchets, like the ones used in the lightning patch, some high intensity impulses, filtered noise sources, just a pinch of convolution, a large dollop of distortion and shaping functions, and add reverb to taste. Let's start with the good ole AK47, for when you absolutely must kill every last muthafuka in da room, accept no substitute...

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