PRECISIONSOUND

Astrosphere

Astrosphere is a collection of soundscape loops inspired by science fiction. Evoking alien habitats, future technology, and spaces that defy the laws of physics, Astrosphere is an imaginative toolkit for sound design and electronic music production.

Astrosphere contains:

- 50 stereo 48khz 24-bit WAV files
- Over 54 minutes of audio
- 1 program for all versions of Steinberg HALion
- 1 program for NI Kontakt 1 and 2
- 1 program with scripted GUI for NI Kontakt 3 and above

Note: You do not need a sampler to use this library, but to audition the sounds in Kontakt, the full version of Kontakt is required, NOT the free Kontakt Player.

Welcome

Astrosphere was created to inspire music composers and sound designers. Like our other Sound Sphere libraries (Biosphere, Mechosphere, and Exosphere), Astrosphere was carefully designed to avoid common problems with collections of looped sound effects, where the loops are too short; the dynamics are squashed; the audio quality is inconsistent; and the files have unhelpful names ("sfx_26875491.wav"…). In contrast, with our Sound Sphere libraries, the loops are all over one minute; have wide dynamic range; are 24-bit 48khz quality throughout; and have unique file names that describe the content in memorable ways. This lets you explore each library confidently and creatively, without sifting through mysteriously named files of variable quality and usefulness. We hope you enjoy Astrosphere!

How Astrosphere is organised

Audio files in Astrosphere are between 1:00 and 1:14 in length. Each file has a unique descriptive name to indicate its character. Files are normalised to -0.5db, with no limiting applied. This gives you the flexibility to change the dynamics to suit your mix.

The files in Astrosphere are intended primarily to be placed directly on the timeline of a DAW or video editor, such as Cubase/Nuendo, Sonar, Vegas, Pro Tools, Logic, etc.

The included sampler programs are for easy auditioning of sounds, with one sound on each note from C1 to C#5, mapped alphabetically by file name. For more information about the program for Kontakt 3 and above, please see over.

Sounds

C1	Aldebaran surface	F2	Infected shuttle	A#3	Portal exit
C#1	Atomic temple	F#2	Infinite sea	B3	Quantum oscilloscope
D1	Baryon transmitter	G2	Jupiter pod	C4	Quark rotator
D#1	Callisto buggy	G#2	Larvae tanks	C#4	Quasar compressor
E1	Cathode meditation	A2	Laser lifeform	D4	Random kinetics
F1	Crashing spaceship	A#2	Lunar mines	D#4	Science organ
F#1	Digital wasteland	B2	Magellan surfing	E4	Silicon moths
G1	Dune harmonics	C3	Mandelbrot dive	F4	Sky railway
G#1	Electric botanicals	C#3	Meteor extraction	F#4	Solar vortex
A1	Escape velocity	D3	Moon interior	G4	Star forge
A#1	Event horizon	D#3	Nanowave engine	G#4	Steampunk gears
B1	Flux module	E3	Orbiting telescope	A4	Tachyon factory
C2	Forcefield particles	F3	Orion signals	A#4	Taurus glider
C#2	Gravimetric machine	F#3	Photon pump	B4	Time tombs
D2	Haunted planet	G3	Planetary chatter	C5	Vascular nanomachines
D#2	Hoth caves	G#3	Plasma vats	C#5	Xenon vents
E2	Hyperspace device	A3	Pluto wind		

Astrosphere for NI Kontakt 3 and above

Note: You do not need a sampler to use this library, but to audition the sounds in Kontakt, the full version of Kontakt is required, NOT the free Kontakt Player.

The program for Kontakt 3 and above displays the name of the played file on the GUI when you press a key. This makes it easy to find a file you like after auditioning the sounds in Kontakt.

The program also provides simple sound-shaping controls on the GUI:

Hi pass
- Controls the frequency below which low frequencies are rolled off at 6db/octave.
- Turning fully counter-clockwise disables this filter.
- Default (control-click/command-click): off

Lo pass
- Controls the frequency above which high frequencies are rolled off at 6db/octave.
- Turning fully clockwise disables this filter.
- Default (control-click/command-click): off

Width
- Controls the width of the stereo image.
- Turning fully counter-clockwise collapses the sound to mono.
- Values above 0% artificially enhance the stereo image. If you enhance the stereo image, be sure to check the phase of the sound, if mono compatibility is important for your work.
- Default (control-click/command-click): 0%

If you save the Kontakt program after adjusting the values of these controls, your adjustments will be saved in the program.

Credits

Audio design and Kontakt scripting by Iain Morland [http://sound.iainmorland.net]
Source material by Iain Morland, with circuit bending by Lars Westin
Sampler programming by Lars Westin and Iain Morland
GUI graphics by Lars Westin

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