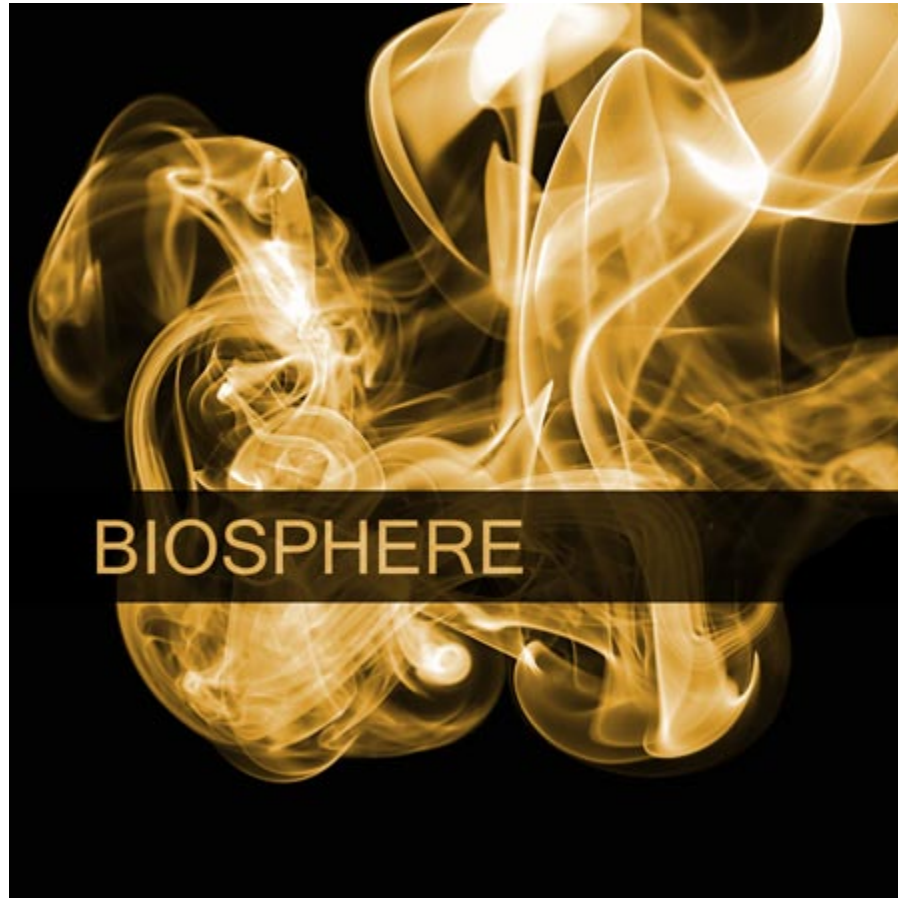


## Biosphere



Biosphere is a collection of looped soundscapes that evoke environmental and biological processes, supernatural atmospheres, and living organisms. Synthesising original material from field recordings, Foley performances, and human voices, Biosphere is a creative toolkit for film, game, and multimedia sound design, as well as for producers of ambient music.

Biosphere contains:

- 50 stereo 48khz 24-bit WAV files
- 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 4

## How Biosphere is organised

Audio files in Biosphere are between 1:01 and 1:10 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 Biosphere 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 programs for Kontakt 3 and 4, please see over.

## Sounds

C1	Antigravity fountain	F2	Dragonfly dance	A#3	Peaceful meadow
C#1	Artery voyage	F#2	Drain storm	B3	Precipitation tubes
D1	Astral surf	G2	Embalming ritual	C4	Psychotic cosmonauts
D#1	Beast pit	G#2	Failed exorcism	C#4	Quantum plasmids
E1	Beekeeper's revenge	A2	Feathered scarab	D4	Rainstick meditation
F1	Beetle dunes	A#2	Gastric slurry	D#4	Seaweed stars
F#1	Biomechanical bathtub	B2	Golem experiment	E4	Shifting prism
G1	Boiling sewer	C3	Handling microbes	F4	Singing tubers
G#1	Bunsen wok	C#3	Hibernation capsule	F#4	Sinkhole floor
A1	Carcass feast	D3	Holographic aviary	G4	Soft wind
A#1	Cellular generator	D#3	Humming hierophants	G#4	Toxic monsoon
B1	Chemical palpitations	E3	Insect spaceship	A4	Underwater channel
C2	Cirrus vent	F3	Larval lair	A#4	Vinyl honeycomb
C#2	Cloud forest	F#3	Nebula wind	B4	Voltaic vines
D2	Coral chimes	G3	Neon rain	C5	Zombie summoning
D#2	Coronal flux	G#3	Oyster telemetry	C#5	Zuul gate
E2	Dark incantation	A3	Palaeozoic pond		

## Biosphere for NI Kontakt 3 & 4

**The files in NI Kontakt 3 and 4 format require the full version of NI Kontakt 3 or 4 and do not work fully with the free Kontakt player!**



The programs for Kontakt 3 and 4 display 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 programs also provide 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 a 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 Jojje Issaakidis, Iain Morland, and Lars Westin

Sampler programming and GUI graphics by Lars Westin

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