

Exosphere



Exosphere is a collection of glitchy, threatening, and abstract soundscape loops. Featuring corrosive textures, unstable machines, electronic ambiances, and twisted voices, Exosphere is a creative toolkit for film, game, and multimedia sound design, as well as for producers of electronic music.

Exosphere contains:

- 50 stereo 48khz 24-bit WAV files
- Over 55 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

Welcome

Exosphere was created to inspire music composers and sound designers. Like the Biosphere and Mechosphere libraries, it 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 Exosphere, Biosphere and Mechosphere, 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 the library confidently and creatively, without sifting through mysteriously named files of variable quality and usefulness. We hope you enjoy Exosphere!

How Exosphere is organised

Audio files in Exosphere are between 1:01 and 1:16 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 Exosphere 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	Amethyst cavern	F2	Exhumation rites	A#3	Nuclear worm
C#1	Arctic spectres	F#2	Fermion portal	B3	Overheating circuits
D1	Astral path	G2	Galaxy radar	C4	Paranormal voices
D#1	Aurora generator	G#2	Gamma fission	C#4	Phone rage
E1	Babbage bubbles	A2	Ghost containment	D4	Pripyat playroom
F1	Black ice	A#2	Heart failure	D#4	River Styx
F#1	Boiling souls	B2	Hostile environment	E4	Ruined tape
G1	Boson accelerator	C3	Hoverpod windscreen	F4	Scrying mirror
G#1	Contamination zone	C#3	Imploding system	F#4	Sigil ritual
A1	Corpse parade	D3	Isostatic foundry	G4	Silicon detector
A#1	Cyborg nursery	D#3	Lazarus laboratory	G#4	Skynet feast
B1	Digital fireflies	E3	Lobe erosion	A4	Spacetime noodles
C2	Drowned seance	F3	Malfunctioning robot	A#4	Spinning spider
C#2	Drumbox disaster	F#3	Mental corrosion	B4	Supercrusty guitar
D2	Electrocution chamber	G3	Mining planet	C5	Synth interior
D#2	Elliptic calculus	G#3	Molecular celeste	C#5	Trance birds
E2	Energy core	A3	Nonlinear jellyfish		

Exosphere for NI Kontakt 3 and above

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



The programs for Kontakt 3 and above 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 by Lars Westin and Iain Morland
GUI graphics by Lars Westin

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