

Mechosphere



Mechosphere is a collection of looped soundscapes that evoke electronic and mechanical devices, industrial spaces, and robotic creatures. Synthesising original material from field recordings, Foley performances, and generated noises, Mechosphere is a creative toolkit for film, game, and multimedia sound design, as well as for producers of electronic music.

Mechosphere 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 Mechosphere is organised

Audio files in Mechosphere 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 Mechosphere 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.

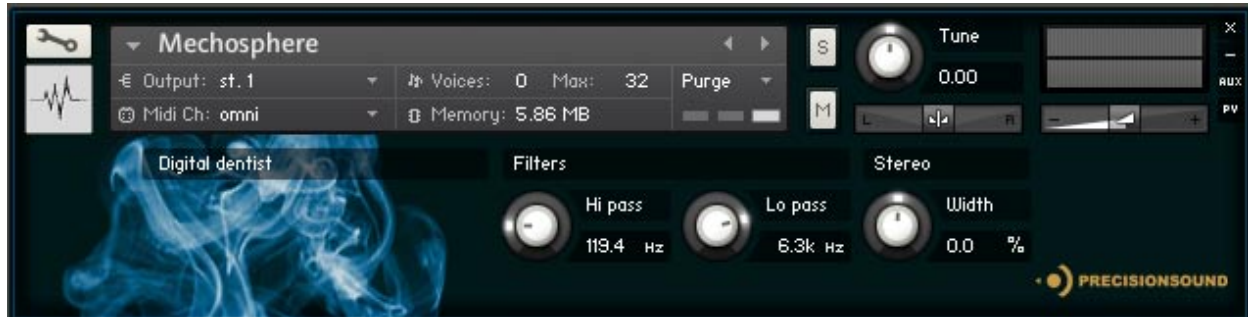
The included sampler programs are for easy auditioning of sounds, with one sound on each note from C1 to C#5, mapped alphabetically by file name. For more information about the programs for Kontakt 3 and 4, please see over.

Sounds

Abandoned abattoir	Ghost portal	Quartz extractor
Agitated carillon	Glass chiasmus	Radio dissection
Alien cargo bay	Graviton plate	Radioactive vault
Android arcade	Hell's kitchen	Resonant transistor
Asteroid chase	Ion collider	Robot sauna
Catastrophe processor	Jetpack ascent	Rotorcraft manoeuvre
Corroded city	Martian circuitry	Self destruction
Crystal catapult	Mercury evaporation	Submarine valves
Cyborg seizure	Metal torsion	Subspace glider
Deranged chamberlin	Mining train	Superstring spirals
Digital dentist	Modular blizzard	Telescopic crane
Electrified nodes	Molecule farm	Terawatt vortex
Escape pod	Neptunian probe	Tesla gyroscope
Ferric factory	Nightmare fairground	Trash satellite
Fibrillation apparatus	Piezoelectric harmonics	Ultracold warehouse
Final transmission	Pneumatic pounder	Urban tension
Generator room	Polynominal clock	

Mechosphere 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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