

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

Antigravity fountain	Dragonfly dance	Peaceful meadow
Artery voyage	Drain storm	Precipitation tubes
Astral surf	Embalming ritual	Psychotic cosmonauts
Beast pit	Failed exorcism	Quantum plasmids
Beekeeper's revenge	Feathered scarab	Rainstick meditation
Beetle dunes	Gastric slurry	Seaweed stars
Biomechanical bathtub	Golem experiment	Shifting prism
Boiling sewer	Handling microbes	Singing tubers
Bunsen wok	Hibernation capsule	Sinkhole floor
Carcass feast	Holographic aviary	Soft wind
Cellular generator	Humming hierophants	Toxic monsoon
Chemical palpitations	Insect spaceship	Underwater channel
Cirrus vent	Larval lair	Vinyl honeycomb
Cloud forest	Nebula wind	Voltaic vines
Coral chimes	Neon rain	Zombie summoning
Coronal flux	Oyster telemetry	Zuul gate
Dark incantation	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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