

Sonic Laboratory



Sonic Laboratory is an imaginative toolkit of 500 sound effects, from brutal hits to evolving soundscapes, atonal clusters to retro electronica. Audio designer Iain Morland took some of the strangest plucks, scrapes, thumps and noises from Precisionsound's huge library of sampled acoustic instruments, then subjected them to bizarre processing to create evocative textures and effects that you won't hear anywhere else.

Sonic Laboratory contains:

- 500 stereo 44.1khz 24-bit WAV files
- 10 programs for all versions of Steinberg HALion
- 10 programs for NI Kontakt 1 and 2
- 10 programs with scripted GUI for NI Kontakt 3 and 4

How Sonic Laboratory is organised

Sonic Laboratory is structured so that it is easy to find the kind of sound you want. The files are sorted into 9 folders by category, and each file has a unique descriptive name to indicate its character.

The Sonic Laboratory files are intended primarily to be placed on the audio timeline of your music sequencer or video editor, rather than played with a sampler. Files are normalised to -0.5db, with no limiting applied. This gives you the flexibility to change the dynamics to suit your mix.

The included sampler programs are for easy auditioning of sounds, with one program for each category of sounds (two in the case of the largest category, 'Reversed'), and one sound on each note from C1 upwards. If a category contains more sounds than you have notes on your MIDI keyboard, please use your keyboard's transpose function to access all the sounds within a category.

Audio files in Sonic Laboratory are between 1-44 seconds in length. The sounds in each sampler program are mapped by duration, with the longest sounds on the lowest notes, and the shortest sounds on the highest notes. (In the case of 'Reversed', the sounds get progressively shorter from the bottom of program 1 to the top of program 2). This enables you to find quickly a sound to fit a cue in music or film.

For more information about the programs for Kontakt 3 and 4, please see below.

Categories

Hits

- 32 sounds
- Short, one-shot percussive sounds with a fast attack, mostly in atmospheric ambiences
- Sampler programs mapped from C1-G3

Mechanical hybrid

- 74 sounds
- Short to medium length sounds, generally percussive, suggestive of realistic or surreal contraptions in motion
- Sampler programs mapped from C1-C#7

Organic hybrid

- 50 sounds
- Short to medium length sounds, generally percussive, reminiscent of real or imaginary creatures and plants
- Sampler programs mapped from C1-C#5

Pads and textures

- 52 sounds
- Medium to long sounds characterised by sustained tones, abstract noises, and extended organic or mechanical sequences
- Sampler programs mapped from C1-D#5

Retro electronics

- 54 sounds
- Short to medium length sounds, often lo-fi or kitsch, inspired by vintage console games and sci-fi movies
- Sampler programs mapped from C1-F5

Reversed

- 95 sounds
- Suspenseful and aggressive sounds of varied lengths, characterised by slow attacks and creeping climaxes
- Sampler programs mapped from C1-B5 (program 1) and C1-A#3 (program 2)

Stings

- 55 sounds
- Short pitched sounds, often atonal clusters, which evoke moments of tension and unease
- Sampler programs mapped from C1-F#5

Tonal – dark

- 43 sounds
- Medium length pitched sequences, often detuned or atonal, evoking drama and discomfort
- Sampler programs mapped from C1-F#4

Tonal – light

- 45 sounds
- Medium length pitched sequences of an airy or relaxed character, typically in major keys
- Sampler programs mapped from C1-G#4

Sonic Laboratory 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>]

Original instruments played by Igor Iachimciuc, Daniel Näsström, Tito Rinesi, and Lars Westin

Sampler programming and GUI graphics by Lars Westin

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