

sonic scapes

hybrid cinematic instruments
for emotion and mood



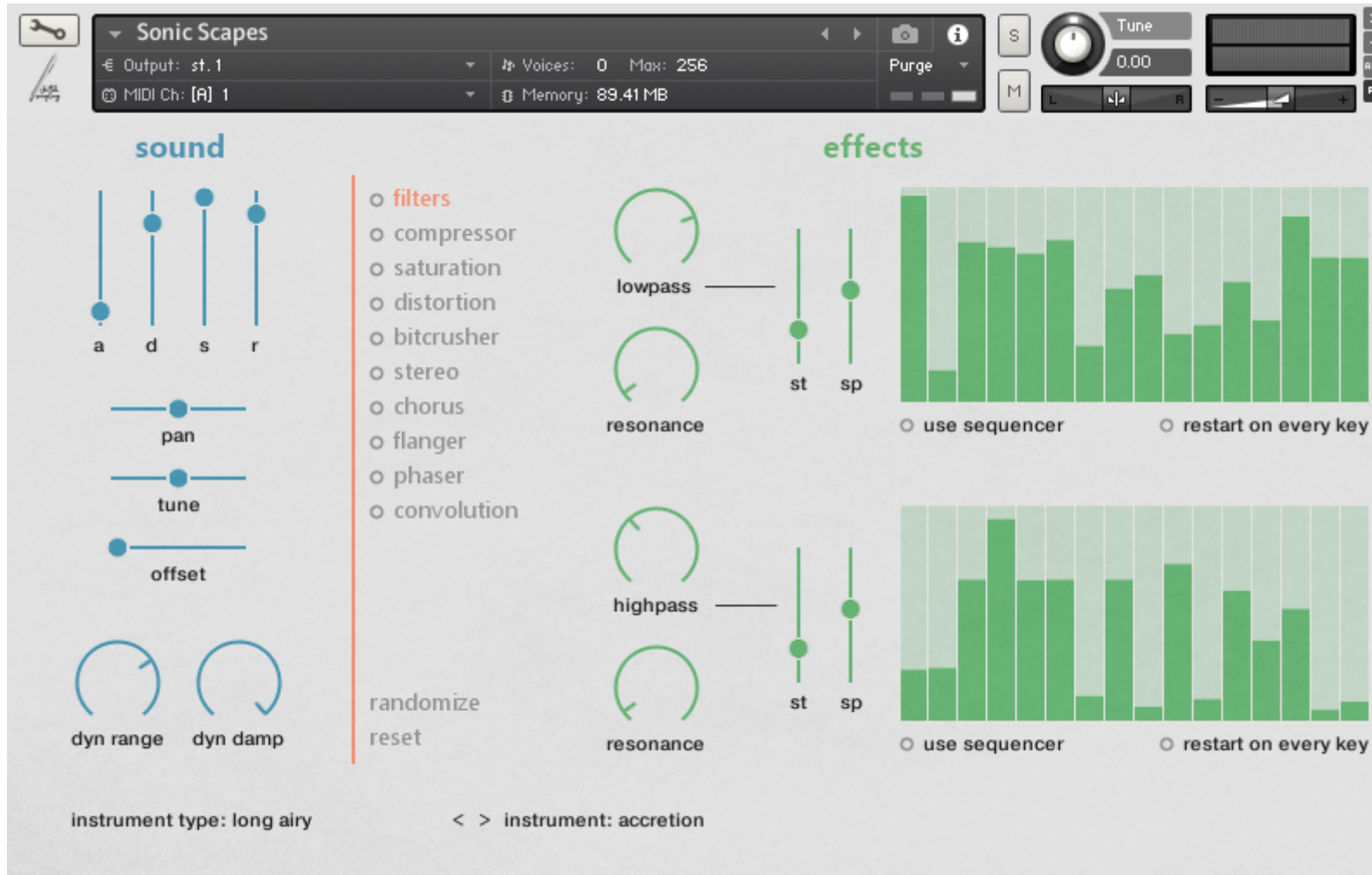
Sonic Scapes

Sketch Sampling

Introduction

Sonic Scapes is a collection of hand-crafted hybrid cinematic instruments adding emotions and mood to the compositions. This library features a vast range of sounds: from airy, silky and gentle to massive, solid and distorted. With great possibilities of customizing sound and the single instrument architecture, Sonic Scapes give a convenient way to design a sonic universe quickly and easily.

Interface

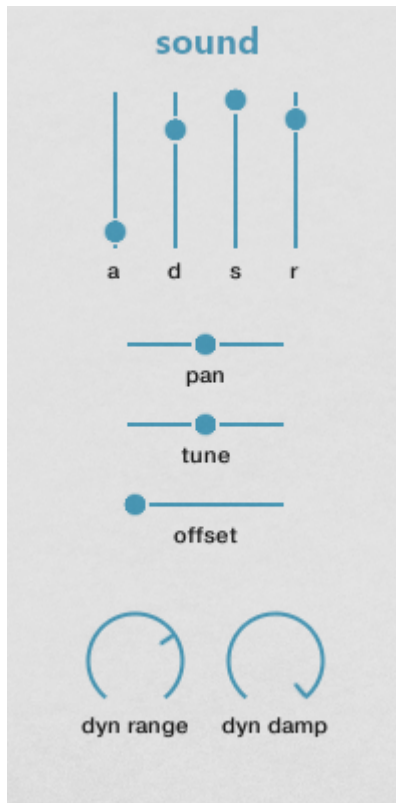


This is the GUI of Sonic Scapes.

Here are three main parts: sound, effects and instrument.

In the instrument part you can choose the sound itself; in the sound part you can adjust main settings like ADSR envelope, pan, tuning and others; and in the effects part you get the tools to customize and mangle the sound beyond recognition.

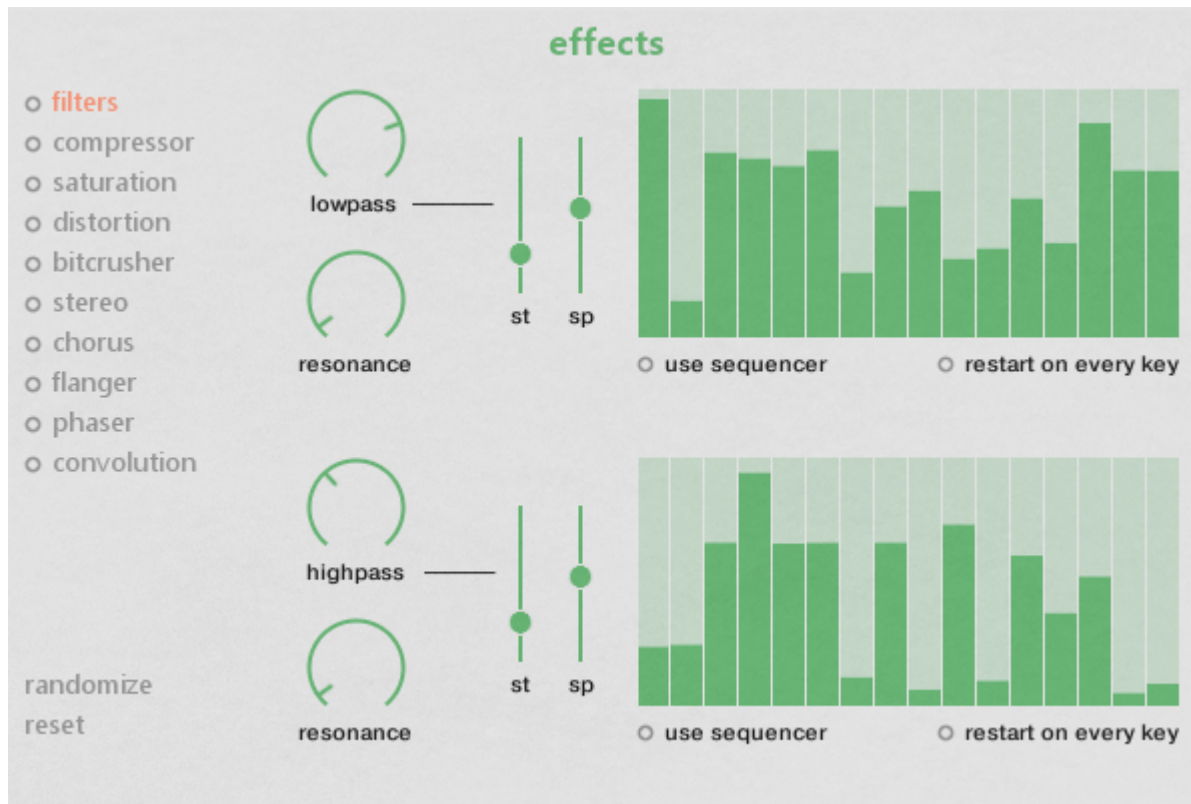
Sound



In the sound section there are the main settings:

- ADSR envelope parameters;
- pan settings;
- semitone tuning from -24 to +24;
- offset for going into the samples to skip start parts;
- dynamic range to control the difference of volume between loud and quiet notes;
- dynamic damping to control how much quiet notes are softened.

Effects



In the effects part there are 10 tools for sound customization.

You can enable the effect by clicking the round power switch next to the effect title. Click the title itself to see parameters of the effect.

Filters, saturation, distortion and bitcrusher feature step sequencers. These sequencers are a great way to make sound evolving and flowing.

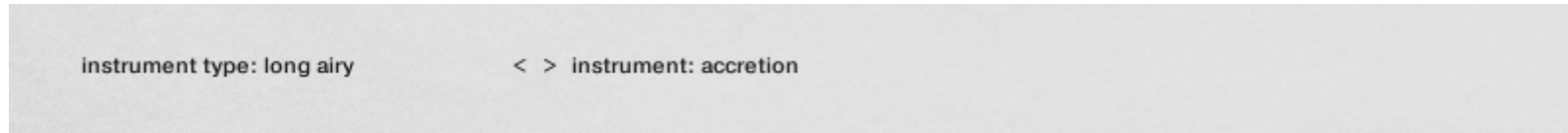
The library also features advanced randomization system which is able to affect both sound and effects settings.



In the sequencer you can set the number of steps and speed of the sequencer. By default the sequencer starts from the beginning on "the first note" – the note played first after all others were released. Here you can also engage restarting on every note played.

Sequencers are independent and tempo-synced.

Instrument



Down in the interface there are 2 components to choose the instrument from the library.

All 200 instruments are divided into 8 types:

- long airy;
- long plain;
- long solid;
- long distorted;
- short airy;
- short plain;
- short solid;
- short distorted.

Depending on the selected type, a list of sounds appears in the instrument drop-down menu. You can choose the instrument manually or navigate through the list with back and forth arrows.

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Thank you for purchasing Sonic Scapes!

We are aiming to deliver affordable yet qualitative products for composers. As all our products, this library is the result of many hours of planning, projecting, designing and testing.

Thanks to everyone who was helping us throughout the whole cycle of development, consulting us and giving their honest feedback and sincere support.

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