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#### Installation

After downloading the library simply unzip the file with software like WinRar, 7Zip or a program of your choice. Please leave the internal folder structure as it is, otherwise you would have to resave all the patches with the new sample location.

## Metamorpha: Allmosphere

First of all, big thank you for buying our product and supporting us!

Metamorpha is the first in a new smaller series of libraries we'll be releasing. The idea behind this is to have beautiful little instruments at your fingertips that inspire you and that do not have an overcomplicated engine. First of all it's just plug&play. The Instruments will both be based on the original recordings of a bigger library, with pushing it into a different direction mood wise tough. But also sampled instruments, that have been recorded for this series exclusively like a Glockenspiel, various Bells etc.

Metamorpha:Allmosphere is based on our recent library Broken Bells, which has been produced in collaboration with Erick McNerney, who is best known for his work with Beautiful Void Audio, Halflightsampling and Audio Reward. Paul took the original Bell and Bowed recordings Erick made and created a vast array of totally different sounds. From beautifully resonating Glass Pads over Soaring Sustains to even Synthesized String and Brass Ensembles and much more. But don't let the small amount of UI controls fool you, this library can sound big! We included a few features, which help you no create a rich, full sound like the texturizer or the spread function. But enough talking! Dive into the beautiful nostalgic and disturbing nature of Metamorpha:Allmosphere ©

### **User Interface**



Metamorpha:Allmosphere does not have a dual, tri or quad layer architecture, but we thought it would just not be necessary since there are no additional effects going on inside Kontakt so you can easily add multiple instances to create your own multis and then using your own gear inside your DAW.

For usage there is not much to say. There is a sound selection menu, which can be triggered by clicking on it or using the for-

ward/backward arrows, of course all dynamically purged to save your systems resources. Additionally you'll get Volume Envelope controls to shape the Envelope Curve of the sound. That's it for the sound part!

The Shape controls are partly a bit deeper than the sound controls.

First of all you've got control over Sample Offset, Octave Shift and HighPass and Low-Pass Filtering, which of course can all be automated.

But now to the fun part:

The Spread function allows you to create an endless sound variation every time you press a key; The higher you set it the higher the variation will be. Toyturizer basically adds two mentions and the second second



variation will be. Texturizer basically adds two more voices: One hard panned left, one hard panned right. Together with the Spread function does it have the ability to enrich your sounds if you want and you can control the intensity(basically the volume of the two outer voices) by using the "texture" control.

#### License

#### The licensee...

- 1. ...may use the product for commercial purposes.
- 2. ...may alter the samples within this library but not distribute them outside a musical context for example as single samples.
- 3. ...may use this product on multiple computers if:
  - a. The use of multiple computers is part of a single audio workstation
  - b. He/she has two independent setups (like studio and live setup).
- 4. ...may not make this or other products by Sound Aesthetics Sampling available to others by either duplication, copy, distribution, transfer, upload, download, trade, resale or loan.

## **Support/Credits**

If you have any questions regarding this or other products feel free to mail us at support@sasampling.com

Or visit our site at:

www.sound-aesthetics-sampling.com

Sounddesign: Paul Lebküchner (Based upon the samples from Erick McNerney used in our

library Broken Bells)

GUI and Script: Paul Lebküchner

Presets: Paul Lebküchner

## **Specifications**

- 117 Kontakt patches (.nki)
- 36 Kontakt Multis (.nkm)
- 890 samples (48KHz/24bit or 48Khz/16bit)
- 825 mb (ncw compressed from 1,5 GB of raw data)
- Requires Kontakt 5.8 or higher