CL-Projects

REALM OF OMNISPHERE I

for Spectrasonics Omnisphere 2

First of all, thanks for buying the Realm of Omnisphere I patch bank for Omnisphere 2. I hope you will enjoy playing the patches as much as i did in creating them.

INTRODUCTION

Behold the Realm of Omnisphere I patch bank for Omnisphere 2. A patch bank containing epic, cinematic & ambient sounds which can be used for ambient, new age, Berlin school and other types of music and for epic, cinematic soundtracks and filmscoring. Science Fiction and

even thriller movies come in mind when using this patch bank. But Realm of Omnisphere I is also ideal for more modern music.

The ambient sounds are very environmental, great for filmscoring and ambient oriented music. Also ideal for sci-fi, thriller, and even horror movies if you're into that. The Omnisphere Orb gives some of these patches an even more omnious and eerie character.

The arpeggio sounds are a great bonus. These can be used to add rhythmic elements to your tracks. Some are Jean Michel Jarre oriented, based on the Oxygene and Equinoxe albums. I noticed that there are always Jean Michel Jarre type sounds sneeking into my sound libraries. Maybe my preferred genre of music which is Berlin School has something to do with that.

The pads are very lush and thanks to the Orb, which is turned on in some of the patches, gives them a lot evolving motion, which is great for soundtracks, new age and ambient types of music. We can describe these sounds as epic,omnious, mysterious, magical and weird in some cases. These pads will give you instant inspiration.

The strings sound section contains sounds that all have to do with strings obviously such as acoustic strings, lush synth strings, vintage strings and even guitar sounds, since we all know also have strings. Guitar sounds layered with voice and string sounds sound great and will give you instant inspiration. The vintage type of strings will throw you back into the 1970's and 80's. The analog synth type strings will enhance any sound. These are great to be used on their own or for layering with other sounds which is demonstrated in some of the multis.

The synths sounds are more synth oriented, hence the name. Some of the sounds could be categorized as pad sounds but since they contain less evolving moods, they belong in the synth section. Also epic polysynth sounds, with or without resonance, agressive synth sounds which cut through the mix like a knife through butter, are also present. Weird pitch modulated sounds are also present thanks to the granular synthesis system.

FEATURES

- For Omnisphere 2.2.0g or higher
- Epic, cinematic patches for soundtracks and filmscoring
- A total of 158 patches of which 128 are single patches and 30 are multis
- The patches are organized via sound type
- For OSX 10.9 Mavericks or higher
- For Microsoft Windows 7 or higher
- The patches can be modulated via velocity, modulation wheel and aftertouch

THE PATCHES			
SINGLE PATCHES		MULTIS	
• **18** Ambient	• **22** Strings	• **4** Ambient	• **6** Strings
• **13** Arpeggios	• **31** Synths	• **7** Arpeggios	• **6** Synths
• **44** Pads		• **7** Pads	

First unzip the file you have downloaded after purchase. Open Omnisphere and click on the **UTILITY** button and select **Install omnisphere** as shown in image 1.

NOTE: The screenshots were taken from Omnisphere 2.5 !!

Image 1 : Installing Library

Locate the **CL-Projects - Realm of Omnisphere I** folder you have just created and open the **CL-Projects Realm of Omnisphere I.omnisphere** file to install the single patches and subsequently the **CL-Projects Realm of Omnisphere I Multis.omnisphere** file to install the multi patches.

In case the CL-Projects Realm of Omnisphere I bank isn't active in the left window after installation, you can access the CL-Projects Realm of Omnisphere I single patches by clicking on the **DIRECTORY** tab on the top left of Omnisphere's main window, select the **User** entry and then select **CL-Projects Realm of Omnisphere I** as shown in image 2.

To access the CL-Projects Realm of Omnisphere I multis, open Omnisphere's **MULTI BROWSER** by clicking on the multis name box on top of Omnisphere's main window. In the **MULTI BTOWSER**, click on the **DIRECTORY** tab on the top left, select the **User Directories** entry and then select **CL-Projects Realm of Omnisphere I Multis** as shown in image 3.
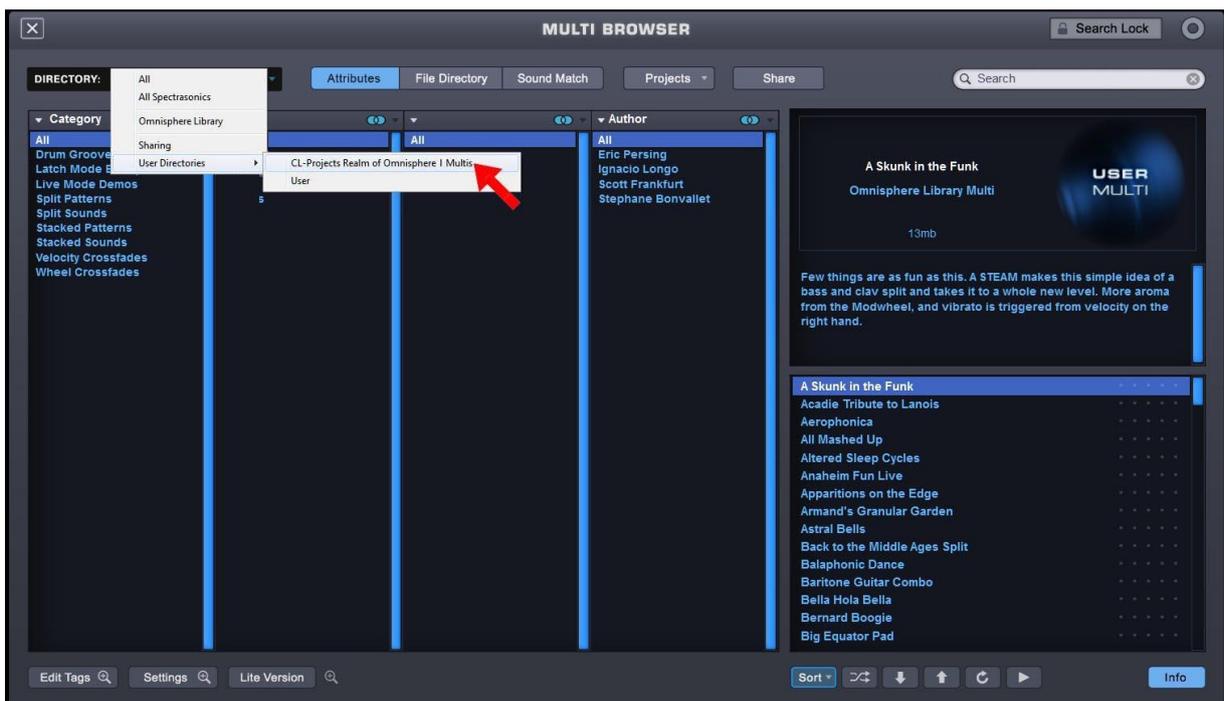
Image 2 - Open single patches

Image 3 - Open multis

If you still you can't see the CL-Projects Realm of Omnisphere I single patches and / or multis after installing click on the **Refresh** circular arrow button on the bottom left of Omnisphere's main window as shown in image 4. If the CL-Projects Realm of Omnisphere I and the CL-Projects Realm of Omnisphere I Multis entries are not visible after refreshing the database, either close Omnisphere and open a new instance and if even that doesn't help, restart your DAW.

Image 4 – Refresh database

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