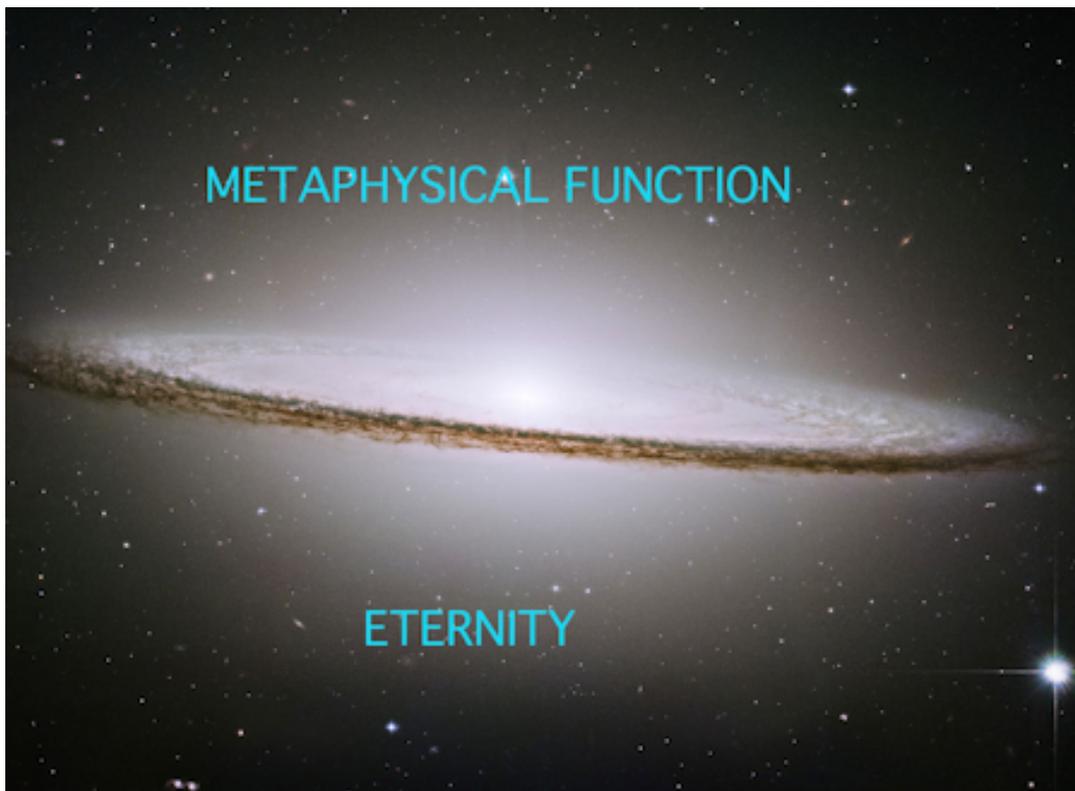


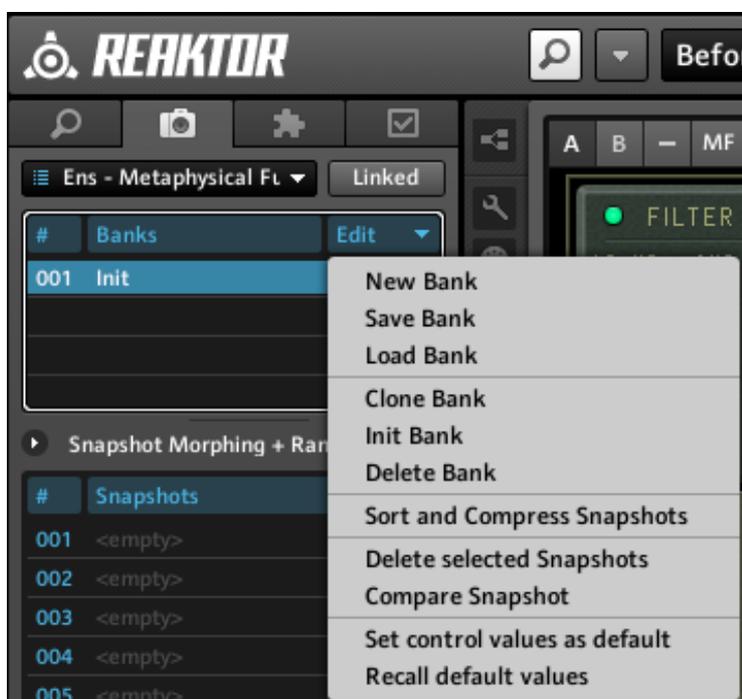
Sound Bank Metaphysical Function Eternity

© 2010 Simon Stockhausen

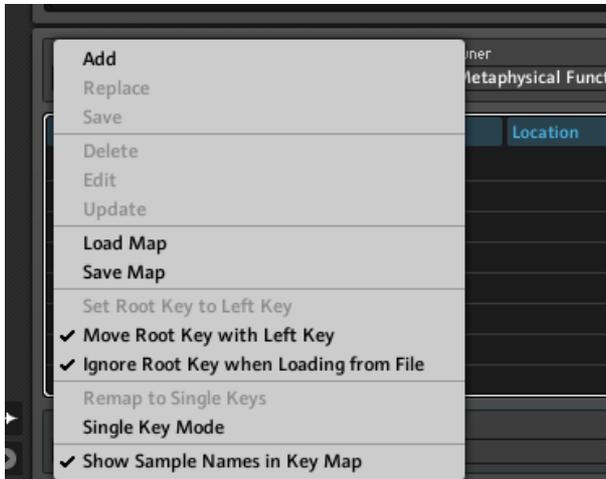


Installation

Unpack the rar files you downloaded by dragging only the first rar-file (part1) into the UnRar-application. Then place the Snapshot Bank (.ssf) e.g. in your Reaktor Library - folder „Snapshots“ and the Sample Map in the folder „Maps“. Some users might not yet have a folder named „Maps“, in this case just create it yourself. Open the modified MF ensemble you downloaded from the NI Reaktor User Library and load the Snapshot Bank by clicking on the camera symbol at the upper left of the Reaktor GUI, click on the Edit menue -> “Load Bank“.



Then load the Sample Map by double clicking into the sample window in MF, the Sample Browser at the bottom opens. Click Edit->Load Map. If you want to save the Sample Map with the ensemble then click on the Properties tab at the upper right (√ in a little square)->choose Function->MAP->tick the Box „Store Map with Module“ (this is the default setting) then save the ensemble.



Licence agreement and terms of usage

This license agreement is between you (the licensee) and me (Simon Stockhausen).

1.) The licensee must not distribute the patches and samples from *Metaphysical Function Eternity*, resample them, copy or otherwise replicate the patches and samples of this Sound Bank in any commercial, free or otherwise product. That includes sample and audio libraries and patches for samplers and sample based synthesizers. You can of course create such derivatives for your own musical work as long as these derivatives are only distributed in the context of musical work or sound design.

2.) The license to the Sound Bank *Metaphysical Function Eternity* may not be given away or so

Description

This Sound Bank focusses on harmonic and abstract Soundscapes ideal for Soundtracks, ambient music, experimental stuff, New Age and everything that needs a special, floating and mysterious atmosphere. Numerous patches use vocal and instrumental samples, others utilize more abstract samples and you will also find some percussive stuff like bells and electronic loops. The Sample Map carries 1,14 Gigabyte of original samples (wav/ 48khz/24Bit) especially produced for this Sound Bank.

Known Issues with MF

I have encountered issues with MF concerning the automation. When opening the ensemble for the first time in standalone or within a DAW the internal automation of MF can get stuck. Although the green automation buttons are active the yellow faders won't move. Flipping through a few patches in the Snapshot browser solves that issue. If you see a green automation button lit but no yellow fader moving, something is wrong. Once the Automation gets going, it works for all patches. A bit like an old Mercedes...

Patchlist

There are 65 original patches and 19 variations. If a patch has a variation the original is marked with an „org“ and the variation is marked with „var“. Patches that react to incoming Midi pitch are marked with (M), playing a C3 on your Keyboard will bring the patch into an appropriate range.

Patch Name	Remarks	Sample
1.) <i>Before the Big Bang</i>		<i>saxcloud3</i>
2.) <i>Frying Saucers</i>		<i>frying pan</i>
3.) <i>Eternity</i>	<i>Tonality D over C</i>	<i>screamdrum chaos</i>
4.) <i>Departure</i>	<i>Tonality Gm7 over C - detuned</i>	<i>saxcloud3</i>
5.) <i>Spectral Universe</i>		<i>spectral chimes</i>
6.) <i>Milky Way Chord (M)</i>	<i>tuned - C3 = Tonality Cm7</i>	<i>milky chord</i>
7.) <i>Eternal Voice</i>	<i>Tonality Bb</i>	<i>humvoice Bb</i>
8.) <i>Voice in outer Space</i>	<i>Tonality B</i>	<i>melovoice</i>
9.) <i>Cosmic Storm</i>	<i>Bass vamping between Bb and Eb</i>	<i>voice derivates</i>
10.) <i>Big Bangs</i>		<i>Big Bangs</i>
11.) <i>Circular Breathing org</i>	<i>Tonality D over C</i>	<i>circular breathing</i>
11B.) <i>Circular Breathing (M)</i>	<i>C3 = Tonality D over C - everything but the sample follows Midi pitch</i>	<i>circular breathing</i>
12.) <i>Broken Stars</i>		<i>Chimes close single accents</i>
12.B) <i>Repaired Stars</i>		<i>Chimes close single accents</i>
13.) <i>White Dwarf org</i>		<i>Metal Space 1</i>
13B.) <i>White Dwarf var</i>		<i>Metal Space 1</i>
14.) <i>Trapped</i>		<i>Howling voice</i>
15.) <i>New Planet</i>	<i>Tonality Cmj - Synthbell Loop in 3/4</i>	<i>Shimmering Beauty Loop</i>
16.) <i>Circling Mercury</i>	<i>Tonality Eb</i>	<i>delay hit loop</i>
17.) <i>Frozen Chord (M)</i>	<i>Hybrid Tonality</i>	<i>Metal Space 1</i>
18.) <i>Space Birds</i>		<i>solobirdvirtuoso</i>
19.) <i>Glass Planet</i>	<i>Tonality C over D</i>	<i>Glass Texture</i>
20.) <i>Droning Universe</i>	<i>Drone vamping between G and D</i>	<i>deep sax mast</i>
21.) <i>Eternity Pad org (M)</i>	<i>C3 = Fm7/9/11 chord</i>	<i>Eternity Pad</i>
21B.) <i>Eternity Pad var</i>	<i>tuned - sample root note at F2 - C3 = Cm7/9/11</i>	<i>Eternity Pad</i>
22.) <i>Venus</i>	<i>Tonality C</i>	<i>additive spring birds</i>
23.) <i>Barrel Maze (M)</i>	<i>everything but the sample follows Midi pitch</i>	<i>barrel maze</i>

Patch Name	Remarks	Sample
24.) Bird Scape org		spring birds exc
24B.) Bird Scape var		spring birds exc
25.) Solar Storm (M)	C3 = Tonality Fmj7 / Fmj6	steelscrapescape
26.) Space Bell org (M)	tuned - try all ranges	Lid accent long
26B.) Space Bell var (M)	tuned - try all ranges	Lid accent long
27.) Humble-Bee on Uranus		Alien Humble Bee
27B.) Humble-Bee Oriental Lead (M)	tuned - sample root note at D2 - try higher ranges also	Alien Humble Bee
28.) They don't dance on Mars org		Broken Loop
28B.) Maybe they do var		Broken Loop
29.) Round Trip (M)		triplet pot
30.) Big String (M)	tuned - sample root note at C3	C1 v1
31.) Eternal Wind org	Tonality Bb minor	saxtrio
31B.) Eternal Wind var	tuned - sample root note Bb2	saxtrio
32.) Witch in Space		female stretchvoice
33.) Shimmer Pad	tuned - C = Tonality C7	female stretchvoice
34.) SETI		
35.) Meteorites org		Meteorites
35B.) Meteorites var		Meteorites
36.) Eternal Choir org (M)	C3 = Tonality Amin 7/9 - sample root note at F#3	warm choirpad
36B.) Eternal Choir var (M)	tuned - c3 = Tonality Cmin 7/9 - sample root note at Eb3	warm choirpad
37.) Ever lasting	Tonality Ebmin7 over Bb	Melogongchord
38.) Galaxy Ride org (M)	everything but the loop follows Midi Pitch - bassline in loop plays on Eb	Deep Groove
38B.) Galaxy Ride var (M)	drumloop also follows pitch - sample root note at Eb3	Deep Groove
39.) Particles (M)	tuned	Chimes close single accents
40.) Alien Flutes	Tonality C#	flute texture
41.) Granular Anvil (M)	sample root note at B2 - C = Tonality Gmj	granular anvil
42.) Band in Space		space quartet
43.) In between (M)	tuned - c3 = Tonality Cmin	space quartet
44.) Heavens Ladder org (M)		pothits irr
44B.) Heavens Ladder var		pothits irr

Patch Name	Remarks	Sample
45.) Distant Galaxy		spacedrops
46.) In the Woods org	Tonality Cmj9	in the woods
47.) Glistening Light (M)	C = Tonality Cmin7 over F	lightchord
47B.) Glistening Light (M)	variation without Bass root	lightchord
48.) Meta Choir org	Tonality C	Meta Choir
48B.) Meta Choir var (M)	C = Tonality C - sample root note at C3	Meta Choir
49.) Space Zoo org		penguinmix
49B.) Space Zoo var		penguinmix
50.) Angry Giant		Angry Giant
51.) Space Celli Flagolet (M)	tuned - sample root note at F3	Cello Trio Flagolets
52.) String Attack (M)	tuned - sample root note at C3	Diststings
53.) Magic Words	this gets more scary the longer you let it play	Magic Words
54.) Harmonic Space	Tonality C	Cello Trio Flagolets
55.) Lucidity	wholetone scale on C	
55B.) Lucidity (M)		
56.) Exploration (M)	tuned - sample root note at A2	dark scape
57.) 9 Planets org	Tonality Cmin	9 Planets
57B.) 9 Planets var (M)		9 Planets
58.) 4 Planets reverse (M)		9 Planets
59.) Space Piano org	Tonality A over F#	dream piano
59B.) Space Piano var (M)	C3 = Tonality A over F#	dream piano
60.) Wagner is dead	Tonality C#min	flute texture
61.) Sax Evolution (M)	tuned - sample root note at C#3	sax arps
62.) Warm Waves (M)	Hybrid Tonality	sax arps
63.) Alien Conversation		sax arps
64.) Final Chord (M)	tuned - C = Tonality C	additive spring birds
65.) New Age Birds		solobirdvirtuoso