

SONUS dept.

sound design & research

Æternity

atmospheric devices for maxforlive

The image displays a collection of software modules from the SONUS dept. suite, designed for use in Max/MSP for Live. The modules are arranged in a grid-like interface with various controls and visualizations.

- Ksenia:** A "barghest string machine" featuring controls for Master Tune (440 Hz), Master Gain (2.0 dB), and various filters and delay parameters.
- escape:** A "cosmic texture generator" with Starship 1-4, Bypass Input, and Master Gain controls.
- myscape:** A "custom texture creator" with Pace 1/2, LFO 1/2 Speed, and Manual Control options.
- picoscape:** A "serie texture generator" with Frequency Drift, Noise Balance, and LFO Speed controls.
- babel:** A "multiband processor" with Filter Cutoffs, Delay Times, Pitchshifter Shifts, Filter Resonances, Delay Feedbacks, and Panning visualizations.
- paysage:** A "soundscape composer" with multiple tracks (Creek, Hall, Birds, Wind, City, Country, Bells) and various filter and amplitude parameters.
- padparidse:** An "ethereal pad synthesizer" with two waveforms, Detune, and various filter and amplitude parameters.

Ksenia

Ksenia is a polyphonic synthesizer designed for percussive or pizzicato stringed sounds (e.g. acoustic guitar, piano, harp), based on Karplus-Strong synthesis.

The first four parameters allow to morph the sound modifying the physical model of the string, so that you can obtain a wide variety of timbres. Effects section includes two spatial effects (**Blur** and **Space**) and a virtual analogue delay.

This device includes 10 presets.



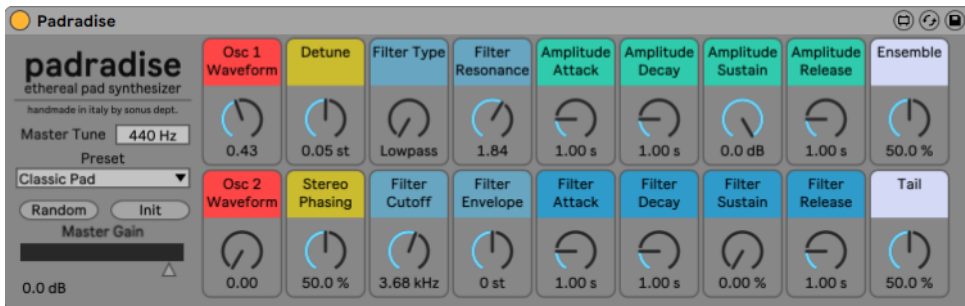
Padradise

Padradise is a polyphonic synthesizer designed for delicate and soft pads.

It features two detunable oscillators with variable shapes, followed by a multimode filter and two ADSR envelopes, one for the amplitude and one for the filter cutoff.

Additional parameters (**Stereo Phasing**, **Ensemble** and **Tail**) allow to add spatial effects and to thicken the sound.

This device includes 10 presets.



Paysage

Paysage is an interactive mixer that lets you build a soundscape by mixing 20 different field recordings loops. The loops have different lengths: even the same combination of sounds in practice never repeats the same soundscape.

A dedicated button allows to add the incoming input to the generated flow or to block it.

This device includes 10 presets.

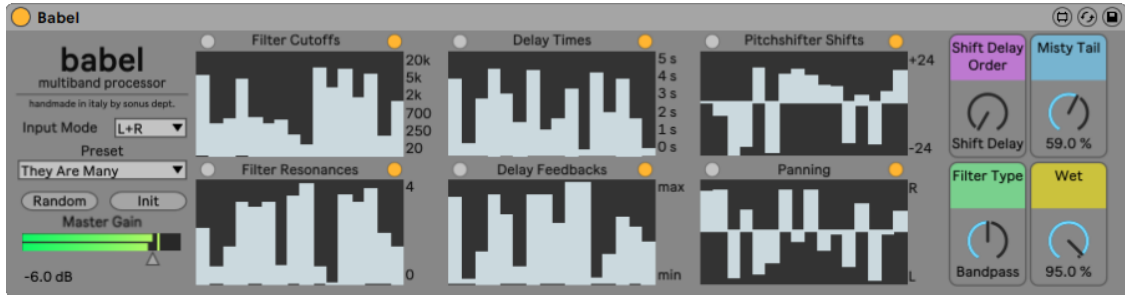


Babel

Babel is a sound processor that splits the incoming sound into 16 bands, according to the chosen filter settings. Each band is treated with a delay and a pitchshifter. The order of these two effects can be set with the **Shift Delay Order** knob.

The 16 bands are merged in the stereo image according to the values specified by the **Panning** sliders. A master reverberation can be applied with the **Misty Tail** knob.

This device includes 10 presets.



Myscape

Myscape is a device that creates an evolving texture by automatically manipulating two samples, that can be loaded by simply dropping them on the waveform displays (two default internal samples are loaded at startup).

The soundscape evolution can be controlled manually or through the two LFOs (one per sample). It can be also used the first sample only, then manipulated differently by the two generators.

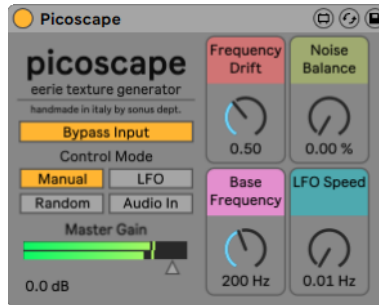
A dedicated button allows to add the incoming input to the generated flow or to block it.



Picoscape

Picoscape is a texture generator with four different control modes. The user can choose the basic features of the generated drone and how the base frequency should be controlled: manually, by the LFO, randomly or according to the amplitude of the incoming audio input.

A dedicated button allows to add the incoming input to the generated flow or to block it.



Escape

Escape is a texture builder with four LFO-driven oscillators. The oscillators can have a fixed waveform or, by activating the **Alternate Randomly** button, a different generator is chosen randomly from time to time. The four oscillators have selectable LFO frequencies, with the button **x1/x10** that eventually multiplies the base frequency.

A dedicated button allows to add the incoming input to the generated flow or to block it.

