An Impact Soundworks Library Designed by Andrew Aversa
Sound Design by David St. Hill • **Scripted** by Mario Krušelj • **Edited** by Christian Yoder • **Art** by Dickie Chapin
Instrument v1.00

OVERVIEW

Welcome to **COSMOS**, an evocative synth powered by atmospheric, pulsating, and ambient sounds, and inspired by the wonders of outer space. Each of the hundreds of unique 'phrases' (arpeggios, sequences, gates) and playable textures delivers a perfectly polished sound. Layer, tweak, and combine to create your perfect cosmic soundscape!

The sound sources included range from subtle bassy sequences and tonal pads, to harsh and bright arps in major/minor, trance-like layered synths, and 'one note' sonic evolutions. Whether you need harsh, smooth, noisy, or relaxing elements, **COSMOS** offers instant inspiration.

The **phrases** patch uses an engine based on our popular **Allura** library. A built-in tag browser lets you hone in on the perfect tempo-synced loop, then assign it to a keyswitch of your choice and perform it with the right hand. The **ambiences** patch gives you plenty of sound design tools, like a four-layer sequencer to add rhythmic elements to any of the included tonal or atonal soundsources.

COSMOS is perfect for electronic and ambient music, film/TV/game soundtracks, and even rock/metal tracks that need a spacey intro or breakdown.

INSTALLATION

1. Install the **Pulse** application if you don't already have it. **Pulse** is a cross-platform desktop app that lets you download and install your libraries with blazing speed!
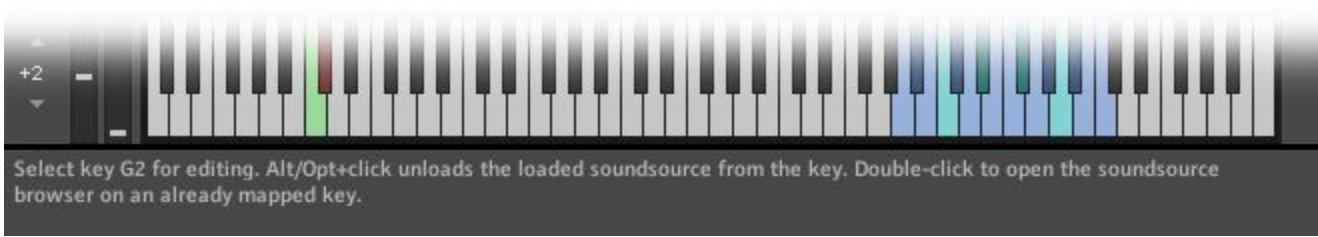
https://pulsedownloader.com/

2. Once **Pulse** is installed, open it and enter your Cosmos download code. Follow the instructions to download and install the library.

3. Finally, load the included Cosmos NKI of choice in Kontakt. No activation is needed, as this is not a Kontakt Player instrument.

Optional: Please see our Kontakt workflow tutorial for information on adding instrument files to the faster Quickload window or the Kontakt Database.

Cosmos contains 2 Kontakt nki's – **Phrases** and **Ambiences.** We'll explore their GUI's in detail here, but first a quick tip! If you're unsure of the functionality of a control just hover over it and some handy help text appears at the bottom of the Kontakt window.

COSMOS PHRASES

The **Cosmos Phrases.nki** includes 175 rhythmic phrases in a variety of styles and tones.

At the top of the GUI you'll find the display panel showing the name and visual waveform for the currently selected phrase. The left and right arrows allow you to quickly cycle through more phrases. The **Lock To Host** button locks the tempo of the phrases to your host tempo. Disable this to manually adjust it using the **Speed** knob.


Clicking the phrase name opens the **Browser**. Here you can select one of 175 phrases for performance.

The left side of the Browser features 3 **tag** categories – **Type, Mode,** and **Tone**. Clicking these tags narrows the results to help find the phrase you're looking for. Click a phrase name in the results window to preview and double-click to load it for performance.

We've also included additional options for previewing and loading:

 This is the **Auto-Preview** button. When *enabled*, phrases are previewed with a single-click. Double-clicking loads the phrase and closes the browser. When *disabled*, phrases are only loaded (not previewed) with a single-click, while Ctrl/Cmd+click previews the phrase. In addition, holding Alt/Option will route the preview through the FX rack.

 This button loads the selected sound and double-clicking also closes the browser.

 This button closes the browser *without* loading the selected sound.

Just under the display panel you'll find knobs to adjust the **Volume** and **Tone** of the currently selected phrase. Next is a set of filter controls including **Cutoff, Resonance** and **Gain** knobs and a dropdown to select **Filter Type.**

Mapping

At the bottom of the GUI you'll see an interactive keyboard. This is where you can map phrases to any keys in the 3-octave range marked **"Phrase Assign."** Keys found here have 3 possible states:

 WHITE or BLACK key means that MIDI note has a phrase mapped to it. Double-click to open the phrase browser to assign a new phrase.

TRANSPARENT (or purple) keys are empty, meaning there's no phrase mapped there. A single-click opens the phrase browser.

The **RED** key is the currently selected note. It also means the phrase mapped there is currently selected for editing. Double-clicking opens the phrase browser.

 You'll also see a set of light blue non-interactive keys at the top of the keyboard marked **"Playable Range."** These 2 octaves are where you perform your phrases.

COSMOS AMBIENCES

The **Cosmos Ambiences.nki** features 100 tonal and atonal ambiences.

Just under the Cosmos logo, use the **Soundsource** dropdown to select an ambience or scroll through them quickly with the left and right arrows. Many of the soundsources can be quite long so we've included a **Start** slider for adjusting the start point of the sample playback. *Hint* clicking the Cosmos logo randomizes the soundsource!

To the right of the Cosmos logo is the Sequencer panel, where you can really dive in and have some fun creating your own custom rhythms. Here you can program up to 32 steps of **Volume, Pitch, Filter Cutoff** and **Resonance** automation. Activate each table for editing by clicking its button and toggle it on or off with the long button underneath. Draw in your own steps and curves. To the right of the table are knobs for setting the number of **Steps** and the interval **Rate**. With the "link" button activated you can modify all 4 at the same time.

At the bottom left of the Ambiences GUI you'll find **ADSR** sliders for Filter and Amplifier, and a fifth slider to adjust velocity sensitivity. To the right there's a set of **Filter** controls – **Cutoff, Resonance, Depth** and a dropdown to select **Filter Type**.

Finally, the "**leaf**" icon toggles between different re-pitching modes – Normal or Time Machine Pro (which sounds better but is more CPU intensive).

FX RACK

Our easy-to-use FX rack features a Bitcrusher, Scream, Compressor, an analog-modeled parametric EQ, Chorus, Delay, Convolution Reverb, and Limiter.

Clicking the * button next to each effect will randomize the FX settings; holding shift and clicking will reset all knobs to normal.

Note that the **convolution reverb** can be CPU-intensive and may have performance issues on older systems. If you are having trouble with clicks & pops, check buffer settings in your DAW, or considering disabling and using an external reverb.

CREDITS

Instrument Concept & Design: Andrew Aversa
Sound Design: David St. Hill
Kontakt Scripting: Mario Krušelj
Editing: Christian Yoder
Art: Dickie Chapin

TROUBLESHOOTING & FEEDBACK

Have you used **Cosmos** in a project recently? Got an awesome track you'd like to share? Drop us a line (admin@impactsoundworks.com) and we might post it on our website! Or, tell the world at our Facebook page here: http://www.facebook.com/ImpactSoundworks

We encourage all our users to share and promote their work. Word of mouth is the #1 way people find our samples, so it also helps us to produce more great libraries for you!

For any technical support issues regarding the library, don't hesitate to email support@impactsoundworks.com.

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