

Razor Sound Bank Spectral Territory © 2011 Simon Stockhausen



Installation

After unzipping the zip-file you received you will find a Readme.pdf and the Reaktor-Snapshot Bank. Then place the Snapshot Bank (.ssf) in your Reaktor Library - folder „Snapshots“, if there is no such folder yet, please create one. You'll have to save the Razor instrument (Razor.rkplr) to a regular Reaktor ensemble (Razor.ens) first in order to load the Snaps. Open Razor in standalone mode or in your DAW and in the Snapshot Browser on the left, click „Edit“ and select „New Bank“ - a new empty Bank will be created. Then click Edit again and select „Load Bank“, locate the Razor Spectral Territory.ssf file you received and the Snaps will be loaded into the new Bank.



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 *Spectral Territory*, 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 *Spectral Territory* may not be given away or sold.

Description

This Bank includes 65 unusual and exciting patches for Razor + 20 patch variations . It focusses on cinematic Soundscapes, big drones, beautiful pads, animated weirdness and useful stabs and keyboard sounds. All patches have the Modwheel and the Pitchbender assigned for expressive playability, many also use Aftertouch.

Technical stuff

I advise you to also assign Midi Controllers to the various Razor knobs to control the parameters in realtime or automate them in your DAW, Just right click/control+click on any knob and use the „Midi Learn“ function or assign the automation IDs in the knob's properties. Razor is set to 6 voices by default, I set it to 10 voices in the instrument properties while programming this Bank so I could play bigger chords without the „stealing notes“ effect which cuts off decaying sounds as soon as the 6 voices are all used. This of course increases the CPU load. If some patches exceed the CPU power of your machine, reduce the Quality settings (most patches are set to medium in this Bank) and switch off the „3D“- Animation in the GUI which uses quite a lot of CPU.

NOTE: This Sound Bank requires the full version of Reaktor. It does not work with the Reaktor player version.

Patchlist

There are 65 original patches and 20 variations. Quite a few patches would qualify for more than one category, the current order made the most sense to me. I added some remarks if I thought that was necessary. The patch variation have a „var“ included in their name, All patches marked with „AT“ use Aftertouch.

Soundscapes

- 1.) Hightech Paradise
- 2.) Feeling strange today
- 3.) Nuclear Scape
- 4.) New World Pad
- 5 A.) Dreaming...
- 5 B.) Dreaming...var
- 6 A.) Ocean Stars
- 6 B.) Ocean Stars var
- 7 A.) Glass Dreams
- 7 B.) Glass Dreams+Drone var
- 8.) Solar Scape
- 9.) Dirty Meditation
- 10.) Gonglike Scape AT
- 11 A.) Horizontal Decay
- 11 B.) Horizontal Decay var
- 12.) Secret Morse Code (watch out for subbass peaks)
- 13.) Formant Birds
- 14 A.) Glass Machine
- 14 B.) Glass Machine var
- 15.) Suburbia

Pads and Drones

- 16.) Galaxy Pad
- 17.) Leaving Earth
- 18.) Gentle Morning
- 19.) Echo Chord (control the pulsation speed with ECHO->Delay)
- 20 A.) Cold World

- 21 B.) Cold World var
- 22.) Vowel Rider
- 23.) Rising Vowel Pad
- 24.) Even Rise
- 25.) Prime Time
- 26 A.) Roman Empire Pad AT
- 26 B.) Roman Empire Pad AT var
- 27 A.) Unhealthy Drone
- 27 B.) Unhealthy Drone var
- 28.) Ocean Drone
- 29.) Satmonster

Animated

- 30.) Happy Harmonics
- 31.) Falling Pulsator
- 32.) Harmonic Rider AT
- 33.) Pulse Panner
- 34.) Sync Monster AT
- 35.) Microcosm AT
- 36.) Synced Vowel Sequence AT
- 37.) So Nervous! AT
- 38.) Sync Rider AT
- 39 A.) Synced Randomizer
- 39 B.) Synced Randomizer var
- 40 A.) Evolving Distpecker
- 40 B.) Evolving Glasspecker var
- 41 A.) Insisting
- 41 B.) Insisting var

Stabs & Bells

- 42.) Decaying Bursts
- 43 A.) Big Bellstab
- 43 B.) Big Bellstab var
- 44 A.) Noise Stab
- 44 B.) Noise Stab+Space var
- 45 A.) Short Beauty
- 45 B.) Short Beauty Poly var
- 46.) Mystery Bells
- 47.) Percussive Gremlin
- 48.) Dirt Bass
- 49.) Sync Monster Bass

Keys & Leads

- 50 A.) Lonely Soul
- 50 B.) Lonely Soul Poly var
- 51.) Falling Chimes
- 52.) Asian Lead
- 53.) Singing Monk

- 54 A.) Dirty Flutelead AT
- 54 B.) Flutelike Pad AT var
- 55.) Edgy Shimmer Organ
- 56 .) Chime Vox AT
- 57 A.) Sync Party
- 57 B.) Sync Party var

Sci-Fi

- 58.) Mars Machinery
- 59.) Rise and Fall UFO
- 60 A.) Alien Spaceship
- 60 B.) Alien Spaceship sat
- 61.) Falling Star
- 62 A.) Formant Crickets AT
- 62 B.) Formant Crickets AT var
- 63.) Robot on Speed
- 64.) Landing Brigade
- 65 A.) Royal Rise and Fall
- 65 B.) Royal Rise and Fall dist