epic world

cinematic landscapes

by Eduardo Tarilonte

best service

1. INTRODUCTION

Hello,

Welcome to Epic World. This is a very special collection that sounds unlike anything you've ever heard before. A lot of enthusiasm, emotion and time has gone into creating this sample library. Having worked on it for so long, it's really hard for me to find the right words to describe my feelings about it. I'm much more comfortable creating ambiences than writing about them! So, let's entrust Nick Harvey with that task. Nick is a very talented composer with a long and successful career. He has beta tested Epic World since its beginnings:

„Before I start, I just have to say that what follows is not a press release or false advertising, it's true and written from the heart.

This is the most exciting and evocative virtual instrument I've had the pleasure of using in a long long time. You think you've heard atmosphere in sound? Think again. I guarantee that Epic World will surpass your wildest expectations, and at times may also confound you.

I've been very fortunate indeed to get my hands on it pre-release and its drones, pads, sound effects and individual ethnic instruments and percussion, as well as numerous loops and vocal phrases from across the globe (and beyond - ‚elven voices', hello!) have featured in almost every cue for the many documentaries I've scored over the past few months.

Admittedly there's a lot of choice out there for the music maker looking for drones and pads, but what makes Epic World's stand out from the crowd is that they genuinely seem to have soul. Perhaps because their original source material are real musical instruments and voices, the patches sound almost alive, and therefore help to bring to life the music in which they're featured. Some of the sounds are so full and have such a wonderful depth, movement and form that all one need do is hold down a key, and hey presto, there's the first thirty seconds completed.

Eduardo Tarilonte is the man with the midas touch when it comes to sample libraries and this is no exception. Thank God he hasn't demanded a cut of my recent fees. He deserves more from me than a few words typed on a train to the Lake District!

I think it's obvious how much I think of this inspirational product. Yes, I know I'm gushing, but it's hard to put into words just how magnificent Epic World is. You really have to hear it to believe it. It just sounds...magical."

Nick Harvey, composer
(www.nickharveycomposer.com)

Epic World - Cinematic Landscapes is the perfect tool for composers and sound designers to create ambience for films, documentaries, video games and New Age music.

CINEMATIC LANDSCAPES

Epic World is a sample library of sounds you won't find anywhere else.

In a matter of seconds you can easily create inspiring cinematic landscapes, drones and beds. Soulful and emotional, its magical atmospheres and acoustic instruments will take you on a sonic trip to a fantasy world.

INNOVATIVE

Pushing the boundaries of soundscapes and sound design, Epic World blends unreal atmospheres with real sounds.

Every evolving and organic drone has between 2 and 8 different layers that can be simply tweaked to get an unlimited number of combinations. Never before has the creation of cinematic sonic landscapes been so intuitive.

Epic World textures are derived from acoustic sources so all the amazing atmospheres you hear predominantly have a „real" as opposed to a synthesised sound.

THE LIBRARY

Epic World is a 7gb library with more than 350 patches, including drones, pads, instruments, voices, whooshes, sfx and more than 1000 loops, instruments and vocal phrases.

It contains a huge arsenal of sonic landscapes that go from bright to dark, from soft to powerful and from magical to haunting.

Thanks to Best Service ENGINE sample player, you will enjoy a beautiful, intuitive and easy to use interface. No sample player is required.

2. The Library

Epic World is divided into different categories:

1.-Ambiences:

    1.a.-Drones

    1.b.-Pads

    1.c.-Changelings

    1.d.-SFX

2.-Instruments and Voices

    2.a.-Instruments

    2.b.-Voices

IMPORTANT NOTE:

All patches are loaded with Origami reverb by default. Loading more patches may result in CPU spikes because of the reverb. We highly recommend you to use the default reverb to audition the patches then bypass it and use an insert in the Engine Mixer to avoid CPU overload.

1. Ambiences:

Ambiences is the strongest and most innovative part of Epic World. Here you will find plenty of atmospheric soundscapes to add amazing and inspiring textures to your music.

DRONES:

C3 is the key for drones, which are designed mainly to be played with one finger. To start, press C3 in every drone, enjoy of the long evolving sound and after that, experience different options with more keys.

Every drone has between 2 and 8 different individual layers. Those layers can be tweaked in the PRO page and their volumes adjusted in the QUICK EDIT page. Every layer comes automated by default (Layer1 CC1, Layer2 CC2, etc), but you can easily change that by right-clicking the layer slider and selecting your layer of choice. In this way you ensure a lot of different ways to use the drones and build your own sound.

Drones list:

Abduction Lab
Aboriginal Voices
Ancient King's Tomb
Apocalypto I
Apocalypto II
Arabian Desert

Baghdad Streets
Bamboo Forest
Battlefield Desolation
Calcutta's Market
Cirith Ungol
Corpses
Crossing the River Styx
Cryogenic Chamber
Crystal Palace
Dark Mantra
Dead City
Dead Plains
Deep Space Communications
Deep Tunnel
Devastated World
Dinosaurs Valley
Dumpster
Eastern Voices
Endless Abyss
Escape from a Fortress in Fire
Evil Temple
First Day Lights at the Monastery
Forbidden Forest
Future Megalopolis
Graveyard at Night
Gypsy Mourning
Hamunaptra I
Hamunaptra II
Hamunaptra III
Hamunaptra IV
Hamunaptra V
Haunting Voices
Hell's Doors
Hidden Place
Hiding from Nazgûl
Holy Earth XI Century
Huge Alien Mother Ship
Himalayan Cliffs
Hypnotic Trance
India
Inside Master Control Program
Jerusalem
Jungle Walk I
Jungle Walk II
King Funeral
Long Forgotten Temple
Lord of the Beasts
Lost
Mayan Jungle
Moria
Mount Doom
Mynothaur's Labyrinth
Mysterious Forest
Nexus 6
Obscure Dungeon
Old Chinese Aquarel Landscape
Old Wooden Bridge
Paradise Bird
Petrified Forest

Processional Prayer
Ragnarök Eve
Reading a Long Forgotten Spell
Ritual Dance
Road to the Kilimanjaro
Sauron's Eye
Scheherazade
Skull Island
Smaug's Lair
Sounds in the Fog
Stardome
Storm Winds
Templar Gathering
The Battle of the Pelennor Fields
The Crater of Snaefellsjökull
The Horn of Gods
The Sacrifice Crypt
The Sun Rises in Africa
Tibetan Monks
Titan's Cavern
Trance Ritual
Unkown World
Wastelands
Water World
Winds of Change
Zen Garden

PADS:

Some pads are divided into layers. Those layers can be tweaked in the PRO page and volumes can be adjusted in the QUICK EDIT page. Every layer is automated by default (Layer1 CC1, Layer2 CC2, and so on), but you can easily change that by right-clicking the layer slider and selecting your layer of choice.

Pads list:

Ancient Flutes I
Ancient Flutes II
Ancient Flutes III
Ancient Flutes IV
Ancient Flutes V
Ancient Flutes VI
Another Dimension
Aquatic World
Augury
Awakening
Beautiful Landscape I
Beautiful Landscape II
Beautiful Landscape III
Beautiful Landscape IV
Bowed I
Bowed II
Bowed III
Bowed IV
Clouds over Emerald City

Crop Circles
Dark Caves
Desert Sun
Distant Bag Pipes I
Distant Bag Pipes II
Distant Bag Pipes III
Distant Bag Pipes IV
Dream Harp I
Dream Harp II
Dreamlands
Druid Forest
Elvish Tales
Emptiness Feeling
Faery Tears
Fallen Angels
Farewell
First Gods Temple
Glittering Caves
Goddess of Love
Hidden in the Darkness
Hollow Caves
Light Being
Lights over Domed City
Lights through the Road
Living Trees Forest
Lonely Mountain
Lost into the Mist
Lost Temple
Marble Palace
Mirrors Labyrinth
Misty Mountains
Moving Clouds
Nightmare
Oriental Dream Harp
Other World Signals
Outer Space Creature
Perfect Dream
Praying
Prelude of War
Pure Soul
Runes Prophecy
Slow Motion Sadness
Solitary Place
Standing Stones
Sulfur Caverns
Temple of Silence
The Cave of Wonders
The Heaven is Waiting
The Mirror's Citadel
The New World
The Sands of Time
The Shire
Thick Forest
Travel through your Memories
Two Moon's Light Night
Visions from the Past
Who Wants to Live Forever

CHANGELINGS:

Changelings are ambient whooshes.

Changelings list:

Deep 01
Deep 02
Deep 03
Deep 04
Deep 05
Deep 06
Deep 07
Deep 08
Deep 09
Deep 10
Deep 11
Deep 12
Deep 13
Deep 14
Deep 15
Deep 16
Deep 17
Deep 18
Deep 19
Deep 20
Deep 21
Jungle 01
Jungle 02
Jungle 04
Jungle 05
Jungle 06
Metallic 01
Metallic 02
Metallic 03
Metallic 04
Metallic 05
Metallic 06
Metallic 07
Metallic 08
Metallic 09
Metallic 10
Metallic 11
Metallic 12
Metallic 13
Metallic 14
Metallic 15
Metallic 16
Metallic 17
Metallic 18
Soft 01
Soft 02
Soft 03
Soft 04
Soft 05
Soft 06
Soft 07
Soft 08
Soft 09
Soft 10
Windy 01
Windy 02
Windy 03
Windy 04
Windy 05
Windy 06
Windy 07
Windy 08
Windy 09
Windy 10
Windy 11

SFX

This section includes natural and sound-designed effects. The numbers in brackets are the amounts of samples or phrases.

SFX list:

Creatures - Dragon Growls (14)
Creatures - Flying Beast Yells I (40)
Creatures - Flying Beast Yells II (3)
Creatures - Giant Beast Stomps
Creatures - Giant Robot Stomps
Creatures - Giant Wing Flaps
Creatures - Ogre Growls Long (19)
Creatures - Ogre Growls Short (21)
Nature - Eerie Wind
Nature - Forest Ambience I
Nature - Forest Ambience II
Nature - Forest Ambience III
Nature - Forest Ambience IV
Nature - Forest Ambience V
Nature - Leaves in the Wind
Nature - Magic Forest I
Nature - Magic Forest II
Nature - River
Nature - Strong Wind
Nature - Water Stream
Nature - Water Stream II
Nature - Water Stream III
Nature - Waterfall I
Nature - Waterfall II
Nature - Whistling Strong Wind
Nature - Whistling Wind
SFX - Earth Voices
SFX - Horror Whispers
SFX - Sword Clean Hits
SFX - Sword Hits
SFX - Sword Remove from Sheath
SFX - Tombstone

2. INSTRUMENTS & VOICES:

INSTRUMENTS:

This section includes multi-sampled instruments, phrases and loops. The numbers in brackets are the amounts of samples or phrases. The other numbers in brackets with BPM are the original tempos. Big differences in tempo amount can result in undesired artefacts or weird sound. All patches with BPM are automatically synced to the DAW tempo.

Instruments list:

African Drums Loops (5)
African Fula Flute Phrases (110 BPM) (28)
African Fula Flute Phrases (140 BPM) (20)
Alto Flute Mystery Phrases (21)
Arabian Flute Phrases (12)
Arabian Plucked Strings Phrases (10)
Bansuri I Phrases (21)
Bansuri II Phrases (10)
Bata Drums (Low-Mid-High)
Bata Drums Ensemble
Bata Loop (115 BPM)
Bata Loop (155 BPM)
Bata Loop (70 BPM)
Big Ocarine Calls (19)
Big Ocarine Loops (180 BPM) (4)
Big Ocarine Phrases (11)
Big Ocarine
Bowls
Congas (Low-Mid-High)
Congas Ensemble
Crotales Tuned
Crystal Chimes I
Crystal Chimes II
Egyptian Ney Low Phrases (13)
Egyptian New Phrases (17)
Elven Forest Flute Calls (8)
Enigma Flute I
Enigma Flute II
Fujara Fx (130 MPM) (41)
Fujara Fx Phrases (43)
Fujara Grooves (130 BPM) (11)
Fujara Grooves (145 BPM) (13)
Fujara Long Notes
Fujara Staccato Harmonics
Hulusi Phrases (32)
Hulusi
Jungle FX Short
Jungle FX Staccato
Jungle FX
Kow Xiang
Low Dizi Long Notes
Low Dizi Phrases (24)
Low Dizi Slow Phrases (21)
Low Duduk Phrases (18)
Medieval Fidule (100 BPM) (11)

Medieval Fidule (120 BPM) (20)
Medieval Fidule
Meditation Bells
Music Box
Persian Santur
Quena Long Notes
Riqq
Sanza Chromatic
Sanza
Savanah Drums
Shaker
Shakuhachi Phrases (6)
Shells
Shenai Long Notes
Shenai Phrases (22)
Soft Gong
Stretching
Tibetan Bowls
Tribal Conga Rolls
Tribal Drums
Uruk-Hai War Horns
Xiao Long Notes
Xiao Phrases (30)
Xiao Slow Phrases (22)

VOICES:

This section includes vocal phrases. The numbers in brackets are the amounts of samples or phrases. The other numbers in brackets with BPM are the original tempos. Big differences in tempo amount can result in undesired artefacts or weird sound. All patches with BPM are automatically synced to the DAW tempo. The letters in brackets are the original pitch of the vocal phrases.

Voices list:

African Solo Male (34)
African Solo Male Yells (2)
Elven Spoken Female (28)
Female Nordic Rhythmic (150 BPM) (A) (55)
Female Nordic Voices (A) (70)
Female Nordic Voices (E) 17
Female Nordic Voices (Emaj) (22)
Female Nordic Voices Slow (E) (19)
Female Nordic Voices Slow (Emaj) (17)
Female Temple Voices Loud (C) (72)
Female Temple Voices Soft (C) 88
Gregorian Monks (9)
Indian Vocals I (180 BPM) (13)
Indian Vocals II (145 BPM) (10)
Indian Vocals III (155 BPM) (2)
Indian Vocals VI (9)
Indian Vocals V (12)
Lost Voices I
Lost Voices II
Lost Voices III
Lost Voices VI

3. Performance Controls

Epic World interface is very intuitive and easy to use.

1. Volume
2. Pan
3. Pitch
4. EQ Color
5. EQ Color on/off
6. Volume Layer Sliders
7. Automation Presets
8. Envelope (AHDSR)

The AHDSR envelope is specified using five parameters:

- Attack: How quickly the sound reaches full volume after the sound is activated (the key is pressed). For most mechanical instruments, this period is virtually instantaneous

- Hold: How long the envelope stays at full volume before entering the decay phase.

- Decay: How quickly the sound reduces in volume after the initial peak and hold time.

- Sustain: The „constant" volume that the sound takes after decay until the note is released. Note that this parameter specifies a volume level rather than a time period.

- Release: How quickly the sound fades after the end of the note (the key is released).

9. Reverb Amount
10. Reverb on/off
11. Volume Meter

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CREDITS

Eduardo Tarilonte:
Development, production and concept
Iván Karlón: **Wind instruments**
Adal Fernández del Castillo: **Percussion**
Alfonso Abad: **Fidule**
Gayathri Kesavan: **Indian voices**
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Andreas Rocha: **Art (www.andreasrocha.com)**
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Richard Aicher: **Design**

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„Epic World is dedicated to *Miguel Blanco* **from „Espacio en Blanco". His magical adventures around the World, radio programs, books and wisdom have served of great inspiration for this work"**

For any technical support please contact support@bestservice.de

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