



SONESPHERES



DISTANCE

SONESPHERES VOL. 1

“DISTANCE” by BLAKE EWING

Sonespheres is a series of uniquely sound-designed atmospheric synths, textural pads, evolving soundscapes, nuanced drones and tonal ambiences, built for Native Instruments Kontakt. Each volume explores the creative vision of a different composer or sound artist, delving into deeper aesthetics, stylized niches and specialty production concepts. Each edition includes a deep selection of new and inspiring presets, with a full array of essential user controls to unlock virtually limitless creative potential. You can load Sonespheres presets into the full retail version of Kontakt (version 5.5.2 or later), or drag the wav samples into any DAW or audio software that supports standard pcm stereo wav files.

Our intuitive user interface gives you flexible control features for two independent sample source modules, with category and preset selection menus for each. Both modules provide automatable controls for volume, attack, start offset, release, bass, treble, pitch, pan, filter type, filter resonance, filter frequency, LFO shape, LFO rate, LFO tempo-sync, LFO target parameter, LFO depth and LFO attack time. There's also a cross-fader, legato glide system, and a step-sequencable arpeggiator system, as well as our full FX rack system that allows you to select from 18 creative effect plugins, including convolution reverb with over 100 of our favorite custom reverb impulse responses covering everything from bunkers and undulating sci-fi effects to piano strings and concert halls.

Film and television composer and long-time Soundiron collaborator Blake Ewing has created each of the sounds by hand and carefully guided the overarching concept for this first Sonespheres volume with a very clear artistic vision. He brings to his craft a brilliant ear for nuanced layering, rich detail, fluid textures and powerful emotional weight. Blake is an American composer with a concentrated interest in creating music for visual media. His compositions have been commissioned, licensed and well received by film directors, producers, videographers, sample developers, advertising firms, music supervisors and fans from around the world. He believes in music - and in its wonderful power to support and elevate storytelling. We'll let him describe Sonespheres 1 “Distance” in his own words:

“In my mind, with few exceptions, music supports and invokes a certain storytelling. Hearing certain timbres and frequencies together triggers something in most of humanity. A place. A time. A memory. An emotion. A sense of urgency or hope. A needed comfort. A broken heart. Real or concocted, the effect is universal. This belief and these experiences affect me not only as a person, but inspire me as an artist.

To that end, I'm proud to have helped create a set of tools that will hopefully act as a starting canvas for your own productions. My hope is that you as musicians will use these sounds as the hazy, ethereal, ambiguous base, on which to bring into sharp focus your own artistic visions - Be it in support or your stories, or those of the others with whom you work.

In Distance, I've tried to be thorough without being repetitive - to offer sounds that might work in a range of production styles and musical sensibilities. From longing solo instruments and heartbreaking pads to tense bowed textures and forward-leaning rhythms, I truly hope there's something here for everyone.

Thank you to the Soundiron team for their technological wizardry, wonderful catalog and their ability to maintain humanity in what could easily become a robotic effort. The massive task they undertake with each release makes me feel incredibly lucky and appreciative to be living as a composer in this era. A special thank you to Mike Peaslee for reaching out to me after hearing my work and asking me to assist in the vision of this project. His guidance on library development and his shepherding me with patience, openness and an appreciation for the art of music is the only way any of this was possible."

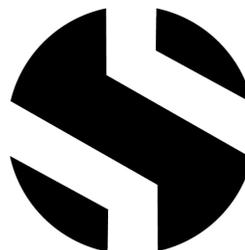
- Blake Ewing

You can hear Blake's latest works at Soundcloud, here: www.soundcloud.com/blake-ewing

Learn more about Blake's media projects here: www.imdb.com/name/nm4469449

Follow him on Facebook here: www.facebook.com/blakeewingmusic

And visit his official website here: www.blakeewingmusic.com



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Version
1.0

Deep atmospheric synths for Kontakt, designed by Blake Ewing.

- 26 powerful open-format Kontakt .nki instruments
- Custom Sound-Designed FX and Ambient presets
- Bowed, Guitar, Piano, Rhythmic, Textural, Tonal, Vocal and Wind main preset categories
- 305 Long-looping stereo source samples
- 1.2 GB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- Flexible and intuitive user interface controls, with multi-layering, legato, arpeggiator & FX Rack
- Convolution reverb with a variety of different rooms, halls, chambers & FX environments.

Please Note: The full unlocked retail version of **Kontakt 5.5.2** or later is required for all instrument presets in this library. The free Kontakt Player, Libraries rack and “Add Library” import feature do not support this library. Windows 7 (or later) or OSX 10.9 (or later) is required.

CREDITS

Sound Design
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Editing
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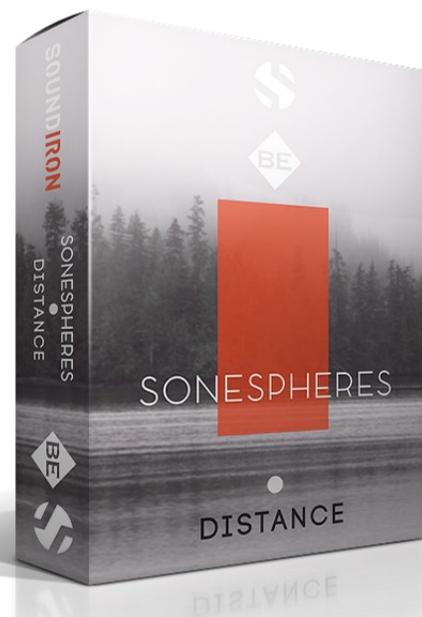
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System Requirements

All of the sample content is included as standard open PCM wav files to allow you easy access to manipulate, reprogram and customize the sounds however you wish.

If you wish to use the optional Kontakt “nki” instrument presets, you’ll need to own the full retail version of Native Instruments Kontakt 5.5.2 or later. **You cannot use this library in the free Kontakt Player.** Please be aware that the free Kontakt “Player” is not a full retail version of Kontakt and does not support this library. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library. **You must have at least Windows version 7 or later, or Apple OSX 10.9 or later.**

Many instrument presets in this library are extremely system resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 3GB of system ram, a multi-core cpu and a 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some machines.

Kontakt Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files, **Quick Load** or Database tabs in the Kontakt Browser, or through the main File load/save menu. Launch Kontakt as a virtual instrument plugin inside your host sequencer or in stand-alone mode.

Please allow any current preset to finish loading completely before loading a new one. You cannot use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked “Powered-By-Kontakt” Libraries are visible to that propriety browser view.

The “Add-Library” function does not support this product or any other open-format Kontakt library. This library doesn’t require any additional activation or unlocking process.

Control Parameter Automation

Most knobs, buttons and sliders in this library can be automated by midi continuous controller or by using host automation envelopes in your DAW. To assign any interactive control knob, button or the Sound Selection Menu to a midi CC, you can right-click the control (command-click on OSX) and select the “Learn MIDI CC# Automation” button that appears. Then move your desired midi hardware control to link it.

To assign the control to a host automation ID, use the “Auto” automation routing window in the left side Kontakt browser area to drag-drop an automation routing number onto the control you wish to lock it to. The presets have default midi CC mapping assignments for most controls already set up for you, although you can change them in the AUTO browser window on the left side of Kontakt. See page 14 for the full list of default midi CC mapping assignments.



SONESPHERES USER INTERFACE

There are two Source modules that can be controlled independently of one another. You can layer them or cross-fade between them. The Glide control for legato and the ARP arpeggiator window are also global controls that effect both layers at the same time. See page 5 for instructions on midi CC and host automation assignments.



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BANK MENU (“BANK”)

This menu selects the sound category. The arrow buttons on the sides allow you to skip to the previous or next preset in the menu.

TEMPO-SYNC BUTTON

When one of the “Rhythmic” Banks is selected, a Lock icon button appears in the upper corner of the Source window. This allows you to sync the preset to your DAW’s tempo.

PRESET MENU (“PRESET”)

This menu selects the individual sound preset. The arrow buttons on the sides allow you to skip to the previous or next preset in the menu. You can turn off either Source window by choosing OFF in the menu.

VOLUME (“VOL”)

This slider controls the volume swell of an individual layer.

ATTACK (“ATK”)

This slider controls the sharpness of attack.

OFFSET - (“OFS”)

This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound.

RELEASE - (“REL”)

This controls the release fade-out time once a note has been released.

BASS

This controls the amount of low end in the signal.

TREBLE (“TREB”)

This controls the amount of high end in the signal.

PITCH

This controls the root pitch of the source.

PAN

This controls the stereo position of the source.

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CROSSFADER

X-FADE ON/OFF BUTTON

This button toggles Source Cross-Fading. When switched on, the slider above it can be used to crossfade between the layers. When turned off, both layers play at regular volume, based on their Volume settings.

X-FADE SLIDER

This slider allows you to cross-fade between the two Source windows when the X-FADE button is active.

GLIDE

This controls the legato system. When it's turned all the way down to the left (so that the knob is pointing at the dot in the lower left corner) the legato system is turned off. Turning it up past the dot will activate the legato system, making the instrument monophonic. The higher you turn this knob up, the slower the legato transition will be.



FILTER

FILTER TYPE ("TYPE")

You can select from 13 different filter types with this menu.

FILTER RESONANCE ("REZ")

This controls the amount of resonance applied to the filter.

FILTER FREQUENCY ("FREQ")

This sets the cut-off frequency for the filter in each source window.



LFO

LFO SHAPE ("SHAPE")

This menu selects the LFO wave shape. You can choose between Sine, Square, Triangle, Saw-tooth, Random and Off.

LFO RATE ("RATE")

This controls the speed of the LFO.

LFO SYNCH BUTTON ("SYNC")

This locks the LFO to your DAW tempo or Kontakt's bpm setting.

LFO DEPTH

This controls the depth of the LFO oscillation.

LFO ATTACK ("ATK")

This allows you to control how long the LFO takes to reach full depth.

LFO MODULATION TARGET PARAMETER ("TARGET")

This allows you to assign the LFO to one of several different parameter options: Volume, Bass, Treble, Pitch, Pan, Resonance, Frequency.



ARPEGGIATOR WINDOW

The “ARP” panel lets you create, save and load your own arpeggios, rhythmic patterns and step sequences. To turn it on, click the red button next to the ARP label.



MODE

This menu controls the arp direction and behavior, with 14 different patterns to choose from: Up, Down, Up-Down, Down-Up, Zig-Zag Up, Zig-Zag Down, Zig-Zag Up-Down, Zig-Zag Down-Up, Move-In, Move-Out, In & Out, Out & In, EZ-Roll, Random and As Played.

To automate the Direction menu in real-time, you can right click (PC) or command click (Mac) on the menu. Then click the “Learn Midi CC# automation” pop-up button and move the midi controller that you wish to assign.

TIME

This menu lets you choose the note time, with quarter note, triplet, 8th note, 8th triplet, 16th note and 16th triplet.

HOLD

This switch controls the Arpeggiator hold mode.

- **Normal** sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates.

ARP

This button turns the arpeggiator on and off.

VELOCITY GRAPH

This graph allows you to draw the velocities that you want each step in your arpeggio sequence to play at. To turn on the graph, turn on the red button next to the velocity label. When this graph is turned off, the pattern will use the midi note velocity you play.

STEPS

This setting determines the number of velocity steps that will be cycled through in the sequence. You can change the value by double clicking the number or clicking and dragging it up or down.

CLEAR BUTTON

This button erases the current Velocity graph window setting.

- **Hold** sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes the note that is repeating.
- **Hold +/-** sets it to allow new notes to be added to the automated chain of repeats.

SWING

This adds pre-beat or post-beat swing to the arpeggiated rhythm.

RANDOM

This knob applies natural variability to the speed and velocity values.

LENGTH

This allows notes to be shortened or extended without changing the overall timing.

SAVE

This “disk” icon button allows you to save your ARP settings.

LOAD

This “folder” icon allows you to load previously saved Arp panel settings.



DSP EFFECTS RACK

The FX Rack tab gives you direct access to most of Kontakt's built-in effects. This panel is accessible in all presets by clicking on the FX Rack tab at the bottom of the instrument UI. Signal flows from left to right in each row and goes down from there. To change the effect loaded into any specific rack module, click on the down arrow menu in its top left corner.



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EQ

Power Button - Toggles the effect on and off.

Low, Mid and Hi Frequency Gain - Use these sliders to adjust the level of the low, mid and high EQ bands.

Low, Mid and Hi Frequency - These knobs control the center frequency of the low, mid and high frequency EQ bands.



CHORUS

Power Button - Toggles the effect on and off.

Sync - This button synchronizes the rate to your BPM.

Rate - This controls modulation rate. In synch mode, it changes the time signature by common note divisions.

Phase - This knob controls the phase.



Depth - This knob controls the depth of the chorus sweep.

Mix - This adjusts the wet/dry output mix.

TAPE SATURATOR

Power Button - Toggles the effect on and off.

Gain - This knob controls the amount of gain added.

Warm - This knob allows you to add tonal warmth

Rolloff - This knob controls the high frequency attenuation.



Volume - This knob controls the overall output level.

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DSP EFFECTS RACK (continued...)

JUMP

Power Button - Toggles the effect on and off.

Boost - This boosts the incoming signal strength.

Drive - This knob controls the amount of gain added.

Tone - This shapes tone brightness.



Low, Mid & High - These knobs control the low, mid and high frequency gain

Volume - This sets the overall output volume.

DISTORTION

Power Button - Toggles the effect on and off.

Drive - This knob controls the amount of gain added.

Damping - This shapes tone brightness.

Volume - This sets the overall output volume.



DELAY

Power Button - Toggles the effect on and off.

Synch - This button synchronizes the rate to your BPM.

Rate - This controls the echo rate. In synch mode, it changes time signature by note divisions.

Damping - This knob controls high frequency roll-off



Pan - This knob controls the left-right ping pong effect.

Feedback - This knob controls delay loop feedback

Mix - This adjusts the wet/dry output mix.

REVERB

Power Button - Toggles the effect on and off.

Type menu - This menu selects the environment category.

Impulse Menu - This menu selects the impulse response.

Size - This knob controls the reflection decay time.



Lopass - This knob controls high frequency roll-off.

Hipass - This knob controls low frequency cut-off

Mix - This adjusts the wet/dry output mix.

AMP

Power Button - Toggles the effect on and off.

Drive - This knob controls the amount of gain added.

Bass, Mid & Treble - These knobs control the low, mid and high frequency gain

Volume - This sets the overall output volume.



DSP EFFECTS RACK (continued...)

TRANSIENT MASTER

Power Button - Toggles the effect on and off.

Attack - This knob controls the amount of signal boost or cut for the note attack transient.

Sustain - This knob controls the sustain volume following a transient, shaping the fullness of the sound.



Gain - This knob controls the amount of gain added to the output signal.

CABINET

Power Button - Toggles the effect on and off.

Size - Use this knob to adjust the simulated size of the speaker cabinet.

Air - Use this knob to adjust the simulated distance between the speaker and the microphone.



Treble & Bass - Use these knobs to adjust the level of the low and high EQ bands.

Output - This sets the overall output volume.

FILTER

Power Button - Toggles the effect on and off.

Type - This menu lets you select from dozens of low pass, high pass, band pass, notch, ladder and other filter types.

Cutoff/Talk - This controls the filter cutoff and/or peak frequency.



Resonance/Sharpness - This controls the amount of resonance added at the cutoff or peak node.

Gain/Size - This controls signal pass-through level.

FLANGER

Power Button - Toggles the effect on and off.

Synch - This button synchronizes the rate to your BPM.

Rate - Controls mod rate, in milliseconds or note divisions.

Feedback - This adjusts the amount of feedback.



Phase - This knob controls the phase.

Depth - This knob controls the depth of the sweep.

COMPRESSOR

Power Button - Toggles the effect on and off.

Threshold - This adjusts the signal threshold needed before compression is applied.

Ratio - This controls the ratio of gain added or removed based on the incoming signal level above the threshold.

Attack - This controls the compressor attack speed once signal exceeds the threshold



Release - This knob controls the release speed once signal drops below the threshold.

Makeup - This adjusts the wet/dry output mix.



DSP EFFECTS RACK (continued...)

APOCALYPSE MICRO FI

Power Button - Toggles the effect on and off.

Bits - This sets the amount of bit depth reduction.

Sample Rate - This sets the sample rate reduction.

Noise - This knob adds noise to the signal.



Noise - This knob adjusts tone brightness and apparent fidelity.

Output - This sets the overall output volume.

PHASER

Power Button - Toggles the effect on and off.

Synch - This button synchronizes the rate to your BPM.

Rate - Controls mod rate, in milliseconds or note divisions.

Feedback - This adjusts the amount of feedback.



Phase - This knob controls the phase.

Depth - This knob controls the depth of the sweep.

ROTATOR

Power Button - Toggles the effect on and off.

Speed - This button toggles between fast & slow speaker cabinet rotation speeds.

Size - Use this knob to adjust the simulated size of the speaker cabinet.



Air - Use this knob to adjust the simulated distance between the speaker and the microphone.

Output - This sets the overall output volume.

SKREAMER

Power Button - Toggles the effect on and off.

Drive - This knob controls the amount of gain added.

Tone - This sets the overall signal tone.

Bass & Bright - These control low & high frequency gain



Clean - This sets the amount of clean signal pass-through.

Output - This sets the overall output volume.

STEREO MODEL

Power Button - Toggles the effect on and off.

Synch - This button synchronizes the rate to your BPM.

Rate - This controls modulation rate. In synch mode, it changes the time signature by common note divisions.

Phase - This knob controls the phase.



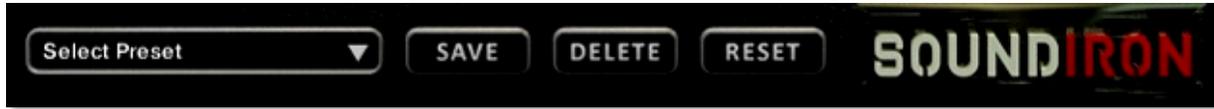
Depth - This knob controls the depth of the chorus sweep.

Mix - This adjusts the wet/dry output mix.



DSP EFFECTS RACK (continued...)

SAVING & LOADING PRESETS



Select Preset - This menu lets you select from any of the factory presets or any presets you've created.

Save - Once you've customized your FX chain, you can save it for later use in this rack by pressing the Save button.

Delete - Use this button to delete the currently selected custom preset. Factory presets can't be deleted.

Reset - This unloads all effects and resets the entire FX rack to its default state.



CATEGORIES AND PRESET NAMES

Bowed 1

Altitude
Arc
Bite
Drift
Edge
Encounter
Erode
Fold
Friction
Gravity

Bowed 2

Graze
Levee
Niche
Patina
Rasp
Reason
Study
Submerge
Sympathy
Waterfront

Guitar 1 Pure

Bends
Blue
Brine
Cargo
Cold
Desert
Essence
Floating
Fuel
Graphic
Illusion

Guitar 2 Pure

Lights
Lonely
Marine
Open
Real
Ripple
Seven
Squares
View
Worth

Guitar 3 FX

Clarion
Coat
Collection
Form
Helix
Hesitation
Lucid
Mist
Overcast
Span

Trace
Verse

Guitar 4 FX

Aqua
Fit
Gallery
Gratitude
Infinite
Keep
Respect
Sea
Solder
Still
Supply
Waves

Guitar 5 FX

Disconnect
Given
History
Inflow
Living
Memory
Numb
One
Only
Restore
Stars
Terra

Piano 1

Aero
Anchor
Appearance
Approach
Arrival
Chasm
Cosmic
Entrance
Even
Fair
Gains

Piano 2

Meeting
Plains
Sensitive
Span
Stable
Symmetry
Together
Trespass
Vale
Vent

Rhythmic 1

Accent
Advance

Blood
Bustle
Climbers
Coach
Dismount
Dust
Excise
Flash
Flight
Flow

Rhythmic 2

Fluid
Flutter
Forward
Inclement
Knock
Meter
Moving
Naismith
Nylon
Operation
Passage
Progress

Rhythmic 3

Pronounce
Push
Quiver
Roaming
Sentiment
Shift
Shoreline
Steps
Stir
Suspension
Tick

Textures 1

Afar
Alarm
Antiquity
Branch
Broken
Circles
Color
Delicate
Dimension
Eclipse
Everything
Faithful

Textures 2

Flux
Founder
Gamut|P52wav
Home
Industry
Inter
Maneuvers

Measure
Muse
Near
Permanence
Poise

Textures 3

Province
Ring
Seclusion
Separate
Special
Standoffish
Sturdy
Sweep
Undying
Vibrant
Ways

Tonal 1

Abroad
Abstract
Ageless
Always
Aperture
Binary
Change
Chilly
Cloudless
Curious
Dreams
Erratic

Tonal 2

Eternal
Fissure
Fragile
Hinterland
Hush
Jovian
Life
Loner
Meaning
Muted
Neighbor
Nowhere

Tonal 3

Phoenix
Reach
Reflect
Remot|P5 | wav
Removed
Resistance
Safe
Satisfy
Savor
Shelter
Shine
Spirit

Tonal 4

Spot
Suggestive
Tender
Timeless
Uncertain
Unknown
Vapor
Yonder

Vocal 1

Absent
Answer
Architect
Aura
Away
Balm
Beams
Bitter
Blur
Breadth
Breathe
Clean

Vocal 2

Cloisters
Continent
Cradle
Deserted
Distance
Elegy
Epoch
Expanse
Foster
Further
Future
Grace

Vocal 3

Heavens
Holding
Hollis
Hook
Innocence
Jewel
Keen
Kuiper
Lament
Maker
Maternal
Mode

Vocal 4

Nurture
Orbit
Order
Outpost
Primeval
Questions
Reconcile

Regrowth
Requiem
Rites
Ritual
Scope

Vocal 5

Seconds
Secret
Sky
Solo
Space
Steam
Telescopic
Thicket
Vision
Watch
Whole

Winds 1 Flutes

Calm
Compass
Cover
Dwindle
Ebb
Grove
Ozone
Provoke
Pulp
Return
Sky
Sphere

Winds 2 Reeds

Alloy
Driftwood
Empire
Mortal
Needles
Quarter
Trunk
Undergrowth
Wilt
Woodland

Winds 3 FX

Burden
Citizen
Condense
District
Family
Populace
Pour
Regret
Translucent
Valley
Void
West



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THANK YOU!

Soundiron is a virtual instrument and sound library developer founded in 2011. The studio is based in the San Francisco Bay area, owned and operated by a dedicated team of sound artists and programmers. We are driven every day to capture all of the sonic flavors this world has to offer and bring them to you as truly playable and inspiring musical tools. Each library is crafted to deliver profound realism, complete flexibility, exquisite detail and unrivaled acoustic quality. If you enjoy this creation, we hope you'll check out some of our other awesome sound libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you at support@soundiron.com!

Thanks from the whole Soundiron team!



Sonespheres | Distance Version 1.0 was released on February 22, 2017

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