



CL-Projects

REALM OF OMNISPHERE **II**

for Spectrasonics Omnisphere 2.5

First of all, thanks for buying the Realm of Omnisphere II patch bank for Omnisphere 2.5. I hope you will enjoy playing the patches as much as i did in creating them.

INTRODUCTION

Realm of Omnisphere II is a soundbank for Omnisphere 2.5. This bank is the follow up of the popular Realm of Omnisphere soundbank. Realm of Omnisphere II is a very versatile soundbank which is aimed at ambient, new age, Berlin school, epic, cinematic soundtrack and filmscoring music. All the patches were meticulously crafted using the internal sound sources from Omnisphere. thriller movies come in mind when using this patch bank. But Realm of Omnisphere is also ideal for more modern music.

The ambient sounds are very atmospherical, great for filmscoring and ambient oriented music. The ambient sounds are making extensive use of Omnisphere's orb and the many lfo and modulation capabilities, which gives these patches an ominous and scary character perfect to be used for sci-fi, thriller and horror movies.

The arpeggio sounds will give you instant inspiration. Most of the arpeggio patches use three or four layers in comparison to Omnisphere's 2 two layers. The arpeggio patches are making use of controller messages like modwheel and aftertouch extensively.

The pads are very lush and thanks to the Orb, which is turned on in some of the patches, gives them a lot of evolving motions, which is great for soundtracks, new age and ambient types of music. We can describe these sounds as epic, ominous, mysterious, magical and weird in some cases. These pads will give you instant inspiration.

The strings sound section contains acoustic type strings, luscious synth strings, old style strings, plucked strings and guitar sounds. Guitar sounds layered with voice and string sounds sound fantastic and will give you instant creativity. The vintage strings will throw you back into the 70's and 80's eras.

The synth sounds are more synth oriented and contain less evolving moods like the ambient and pad sounds. Also epic polysynth sounds, with or without resonance, aggressive synth sounds which cut through the mix like a knife through butter, are also present. The granular synthesis system is also used sometimes to give the sounds some 'bite'.

FEATURES

- For Omnisphere 2.5.1d or higher
- Only Omnisphere's soundsources were used
- A total of 172 patches of which 139 are single patches and 33 are multis
- The patches are organized via sound category
- The patches can be modulated via velocity, modwheel and aftertouch
- 2.4 GHz or higher processor
- Microsoft Windows 7 or higher
- OS X 10.11 El Capitan or higher
- AU, VST 2.4 or higher, AAX host software
- 64-bit host

THE PATCHES

SINGLE PATCHES	MULTIS
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- | | | | |
|--|---|---|---|
| <ul style="list-style-type: none"> • 20 Ambient • 18 Arpeggios • 45 Pads | <ul style="list-style-type: none"> • 23 Strings • 33 Synths | <ul style="list-style-type: none"> • 4 Ambient • 7 Arpeggios • 8 Pads | <ul style="list-style-type: none"> • 7 Strings • 7 Synths |
|--|---|---|---|

INSTALLATION

First unzip the file you have downloaded after purchase. Open Omnisphere and click on the **UTILITY** button and select **Install omnisphere** as shown in image 1.



Image 1 : Installing Library

Locate the **CL-Projects - Realm of Omnisphere II** folder you have just created and open the **CL-Projects Realm of Omnisphere II.omnisphere** file to install the single patches and subsequently the **CL-Projects Realm of Omnisphere II Multis.omnisphere** file to install the multi patches.

In case the CL-Projects Realm of Omnisphere II bank isn't active in the left window after installation, you can access the CL-Projects Realm of Omnisphere II single patches by clicking on the **DIRECTORY** tab on the top left of Omnisphere's main window, select the **User** entry and then select **CL-Projects Realm of Omnisphere II** as shown in image 2.

To access the CL-Projects Realm of Omnisphere II multis, open Omnisphere's **MULTI BROWSER** by clicking on the multis name box on top of Omnisphere's main window. In the **MULTI BROWSER**, click on the **DIRECTORY** tab on the top left, select the **User Directories** entry and then select **CL-Projects Realm of Omnisphere II Multis** as shown in image 3.



Image 2 - Open single patches

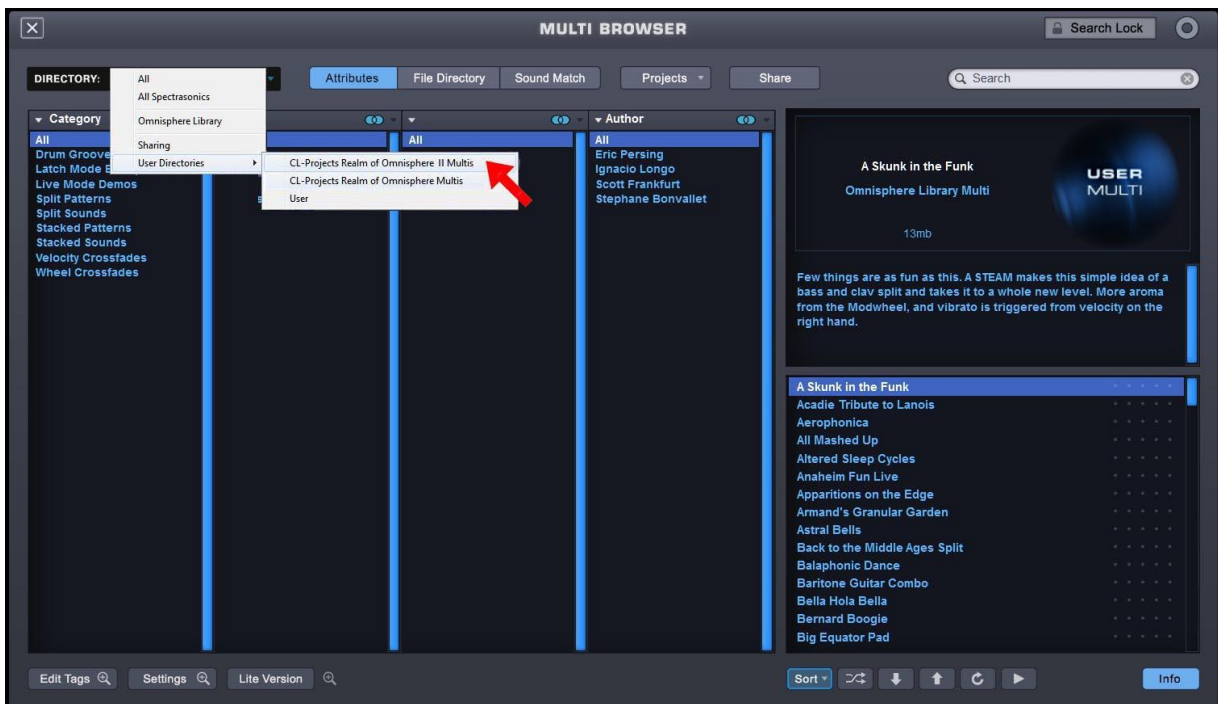


Image 3 - Open multis

If you still you can't see the CL-Projects Realm of Omnisphere II single patches and / or multis after installing click on the **Refresh** circular arrow button on the bottom left of Omnisphere's main window as shown in image 4. If the CL-Projects Realm of Omnisphere II and the CL-Projects Realm of Omnisphere II Multis entries are not visible after refreshing the database, either close Omnisphere and open a new instance and if even that doesn't help, restart your DAW.



Image 4 – Refresh database

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