# SUBTERRANEANS

**FOR OMNISPHERE**

SOUNDSET BY JONATHAN BOUGIE-LAUZON

# rms

## ROCKY MOUNTAIN SOUNDS

Discover a world of eerie soundscapes and dark atmospheres with "*SUBTERRANEANS*", the latest soundset for Omnisphere 2 by Mistral Unizion Music. Crafted for composers working on suspense, action, and horror soundtracks, this collection brings unsettling textures, haunting tones, and spine-chilling effects to your sonic arsenal. Perfect for building tension and enhancing the mood of mysterious, thrilling, or otherworldly scenes, "*SUBTERRANEANS*" offers a range of creepy, experimental sounds that will elevate any cinematic production into the shadows. Dive deep into the unknown with these otherworldly textures!
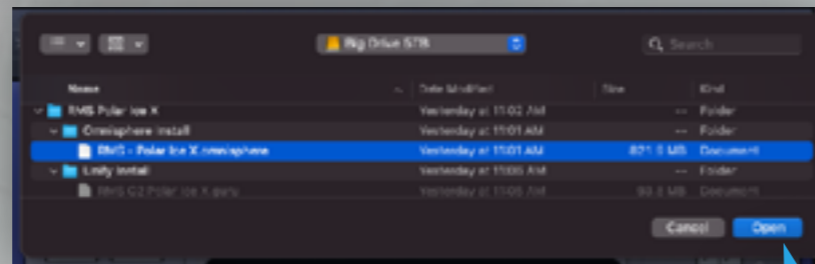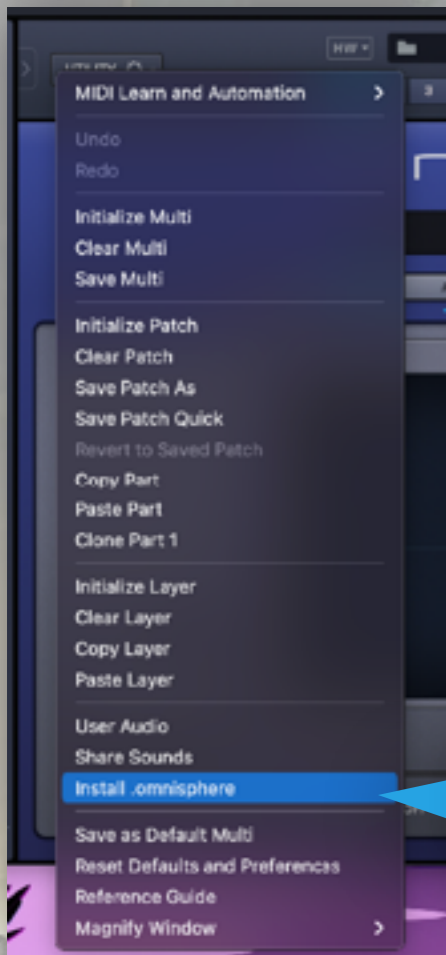
# Omnisphere 2 Installation

To install Subterraneans for Omnisphere 2, first open up Omnisphere 2 (the standalone version is ideal as it removes any possible issues a DAW or host may add). *Screenshots show Polar Ice X (also available from RMS).  Select the "**UTILITY**" button on the interface as shown.

A.  Scroll down and select "**Install .omnisphere**"

B.  Navigate to the unzipped download folder, select the Omnisphere Install folder, then select either " **MUM - Subterraneans.omnisphere**" and click "**Open**"

C.  Read the advisory notice and click "**Continue**"

D.  This is the final step.  The dialogue box will tell you the total number of multis, patches, and custom sound sources that will be installed.  This is your last chance to stop installation.  Clicking "**OK**" will install all the contents.  After a short period of time, you will be able to start exploring your new sounds for Omnisphere 2!

Subterraneans for Omnisphere 2 - Unify Enhanced

With the latest versions of Omnisphere, a new feature is the ability to simply drag and drop a .omnisphere file directly onto an open instance of Omnisphere. This will install the library instantly.

## ARP + BPM (43)

ARP - Embeded Fury
ARP - In The Tunnel
BASSLINE - Crazy Eddy
BASSLINE - Edgy
BASSLINE - Escaping Alcatraz
BASSLINE - Get Out!
BASSLINE - Grinding Time 1
BASSLINE - Grinding Time 2
BASSLINE - Grinding Zone
BASSLINE - Grunty Granny
BASSLINE - Pounding
BASSLINE - Run like Hell
BASSLINE - Squishem Wishem Goodbye
BASSLINE - Submarine 1
BASSLINE - Submarine 2
BASSLINE - Submarine 3
BASSLINE - Suspense Time 1
BASSLINE - Suspense Time 2
PULSE - Ancient Undeground Ruins
PULSE - Convulsions
PULSE - Distorted Madness 1
PULSE - Distorted Madness 2
PULSE - Getting In Was The Easy Part
PULSE - Underground Piping
PULSE - Violent Squad
SEQ - Action Seq 1
SEQ - Action Seq 2
SEQ - Action Seq 3
SEQ - Action Seq 4
SEQ - Alarm
SEQ - Animalistic
SEQ - Desolate Lands
SEQ - Electrified
SEQ - Esoteric Bass
SEQ - Impact Cello
SEQ - LSD in Horror House
SEQ - Melodic Outro
SEQ - Mysterious Thoughts 1
SEQ - Mysterious Thoughts 2
SEQ - Percussive Growling

SEQ - Pouding Hard 1
SEQ - Pouding Hard 2
SEQ - Wild

## Distortion (4)

BASS - Screeching Monster
FX - Low Growl Impact
FX - Release The Beast
PULSE - Gritty Impulses

## Electronic Mayhem (5)

FX - Interferences
HIT - Deranged Monster
HIT - Ominous Impact
PULSE - Sinking Down
SOUNDSCAPE - Rumbling Low

## Hits and Bits (1)

HIT - Trash Hole

## Keyboards (7)

KEY - Dark Piano
KEY - Desolate Keys
KEY - Did You Saw It
KEY - Guitaristic Zone
KEY - LSD Keys
KEY - Lunatic
KEY - Weird Hammond

## Noisescapes (1)

TEXTURE - Moaning Animal

## Percussive Organic (2)

PERC - Underground Ritual 1
PERC - Underground Ritual 2

## Synth Bass (7)

BASS - Doomsday
BASS - Electrified Fields
BASS - Grudge
BASS - Last of Us
BASS - Mysterious Paths
BASS - Waspy Raspy
FX - Dragon's Growl

## Synth Mono (3)

LEAD - Alienated
LEAD - Silver Sword
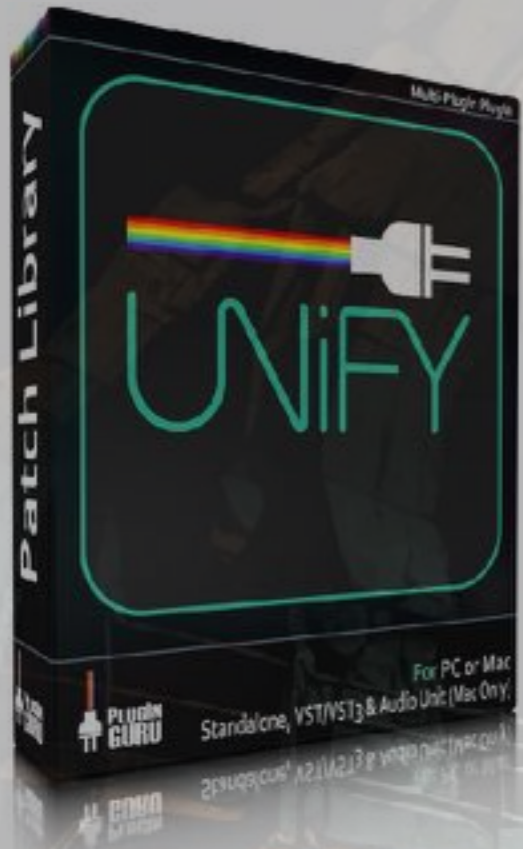LEAD - Sworn Away

## Textures Playable (14)

TEXTURE - Aliens Talking
TEXTURE - Crackling Glass
TEXTURE - Dark Grunt
TEXTURE - Deep Shout
TEXTURE - Down The Hole and Back
TEXTURE - Flying Thunder 1
TEXTURE - Flying Thunder 2
TEXTURE - Lost Communication
TEXTURE - Lost In The Dark
TEXTURE - Observed From Above
TEXTURE - Tunnel Anomaly
VOCALS - Attack
VOCALS - Cavernous Yell
VOCALS - Dark Places

## Textures Soundscapes (11)

SOUNDSCAPE - Apocalypse
SOUNDSCAPE - Buzzing Industrials
SOUNDSCAPE - Creeping Death
SOUNDSCAPE - Damaged Pipes
SOUNDSCAPE - Dragon's Growl
SOUNDSCAPE - Dusty Winds
SOUNDSCAPE - Ghosts in Old Mine Shaft
SOUNDSCAPE - Radioactive Tunnel
SOUNDSCAPE - Run Out of There
SOUNDSCAPE - Total Creeps
TEXTURE - It's Coming

## Transition Effects (2)

FX - Breathers 1
FX - Breathers 2

# Unify Enhanced

Unify is a revolutionary new type of instrument that lets you layer, play, and combine AU, VST, or VST3 plug-ins to create new, inspiring, and outrageously creative sounds. Not only can you load your own plug-ins, but Unify also ships with its own built-in library of virtual instruments and audio effects, making it immediately ready to use right "out of the box".

Latest Unify manual - https://pluginguru.net/unify/manual/

This collection includes a special .guru file located in the Unify Install folder of your download. The following visuals show Polar Ice X (available at RMS) but apply to Subterraneans.

To install, **FIRST make sure you have properly installed the .omnisphere master collection** - if you do not do this you will get errors with missing sound sources. Once installed, open up Unify (screen shot shows standalone version). Click on the gear icon to open up the setup menu
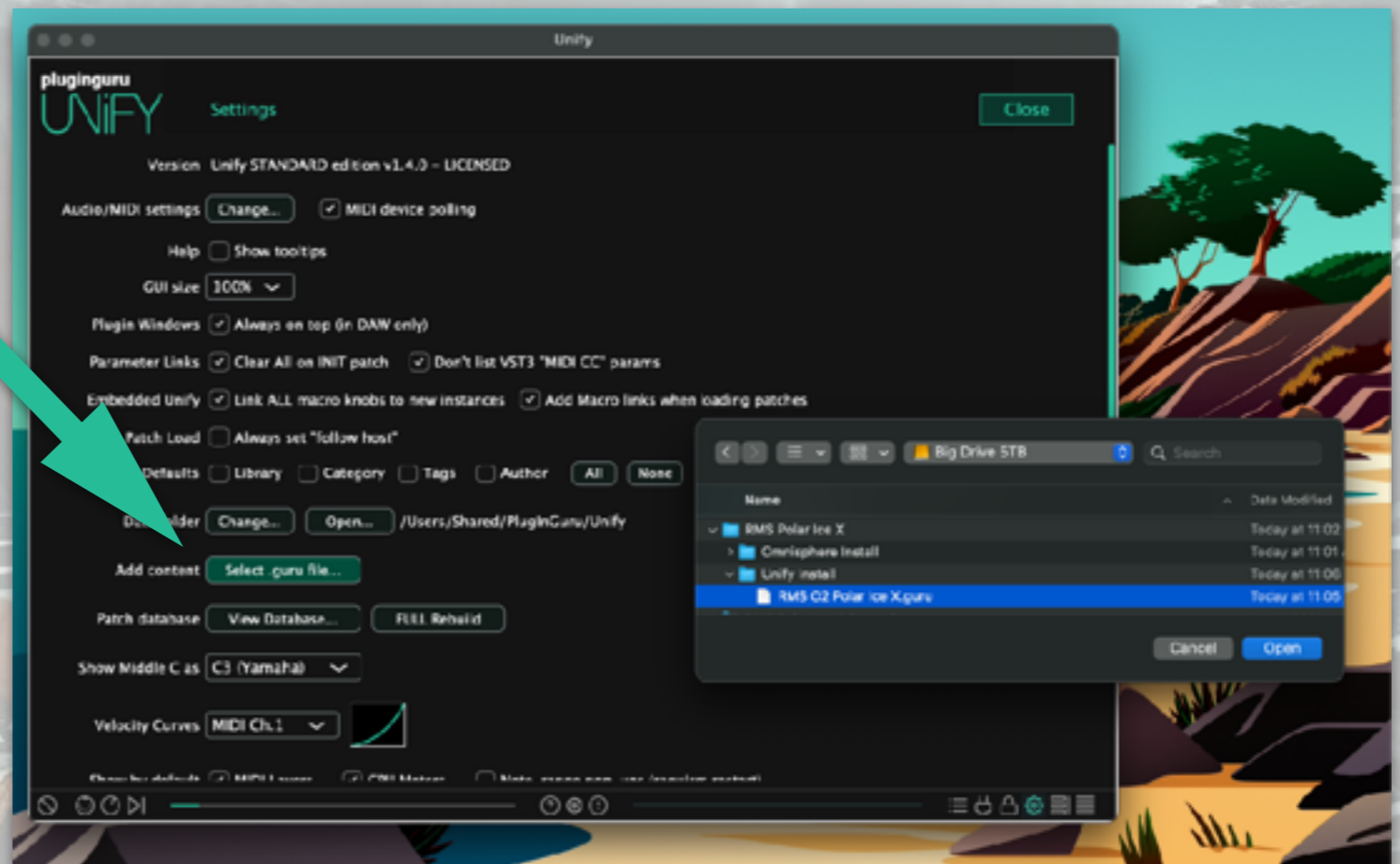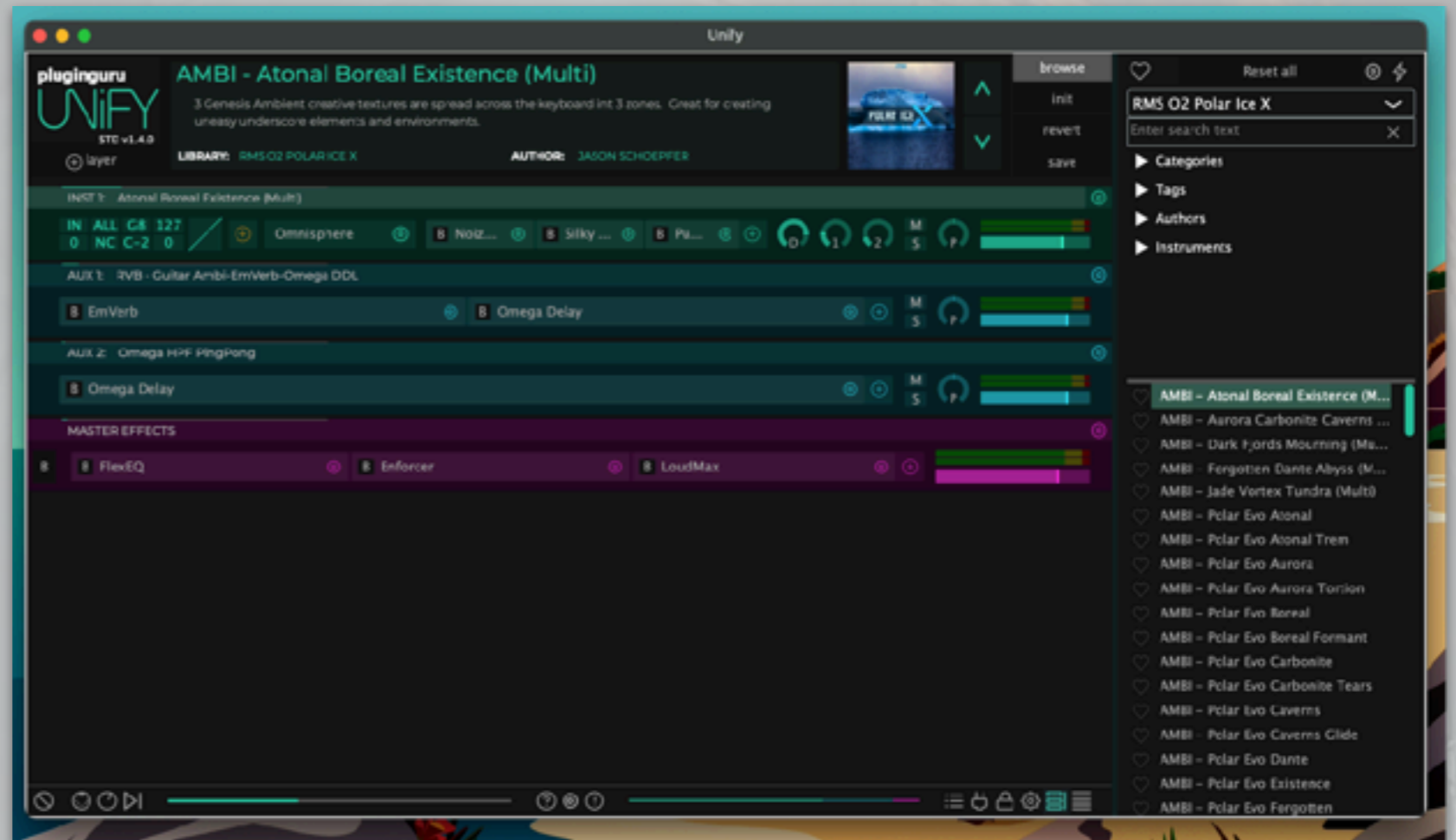
Click on the green "Select .guru file…"

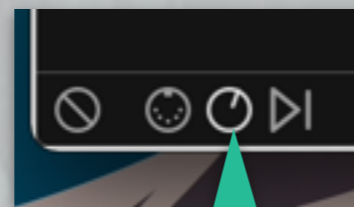Navigate to the Unify Install folder and select **MUM O2 Subterraneans.guru**

Follow on-screen instructions.

You have now installed the Unified version of your collection and can now easily enjoy every patch found in the standalone Omnisphere version.

Each sound is mapped to the modwheel. If you click on the Omnisphere instrument box- this will open up Omnisphere.



Clicking on the macro knob icon will open up the macro knob panel - where each patch is mapped to creative FX like distortion, chorus, Pump House, reverb and delay. Explore these knobs as they can transform each sound in new and exciting ways (my personal favourite is Pump House - turn up the Pump Depth knob and enjoy!)

Easily combine patches together by SHIFT-CLICKING on new patches to insert the full Unify patch. It is an endless sonic exploration waiting for you dive in! ENJOY!

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