SUBTERRANEANS



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.

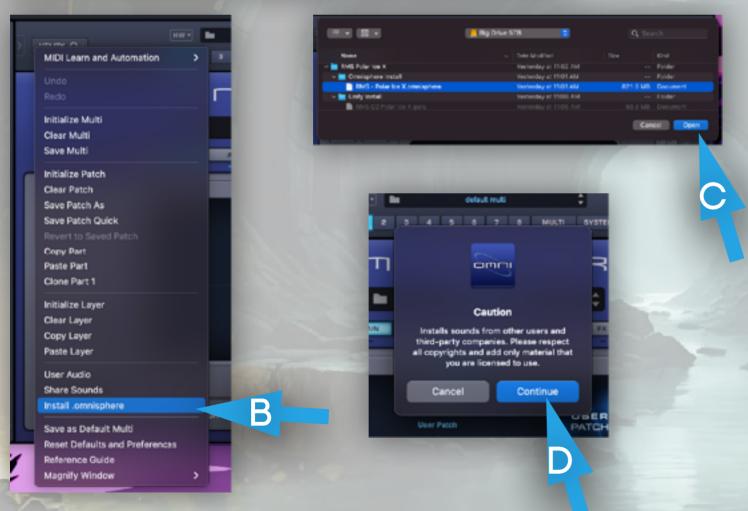
A. Scroll down and select "Install .omnisphere"

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!

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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 - Grunty Granny BASSLINE - Pounding BASSLINE - Pounding BASSLINE - Run like Hell BASSLINE - Squishem Wishem Goodbye BASSLINE - Submarine 1 BASSLINE - Submarine 2 BASSLINE - Submarine 3 BASSLINE - Submarine 3 BASSLINE - Suspense Time 1 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 **ARP** - Embedded Furv 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)

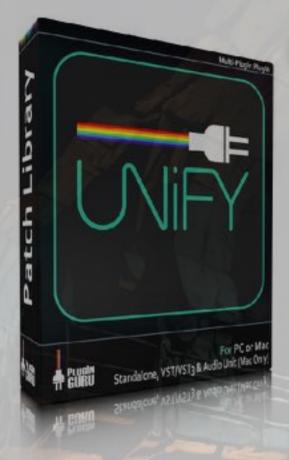
TEXTURE - Aliens Talking TEXTURE - Crackling Glass TEXTURE - Dark Grunt TEXTURE - Deep Shout TEXTURE - Deep Shout TEXTURE - Down The Hole and Back TEXTURE - Flying Thunder 1 TEXTURE - Flying Thunder 2 TEXTURE - Flying Thunder 2 TEXTURE - Lost Communication TEXTURE - Lost In The Dark TEXTURE - Lost In The Dark TEXTURE - Observed From Above 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 - 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

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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

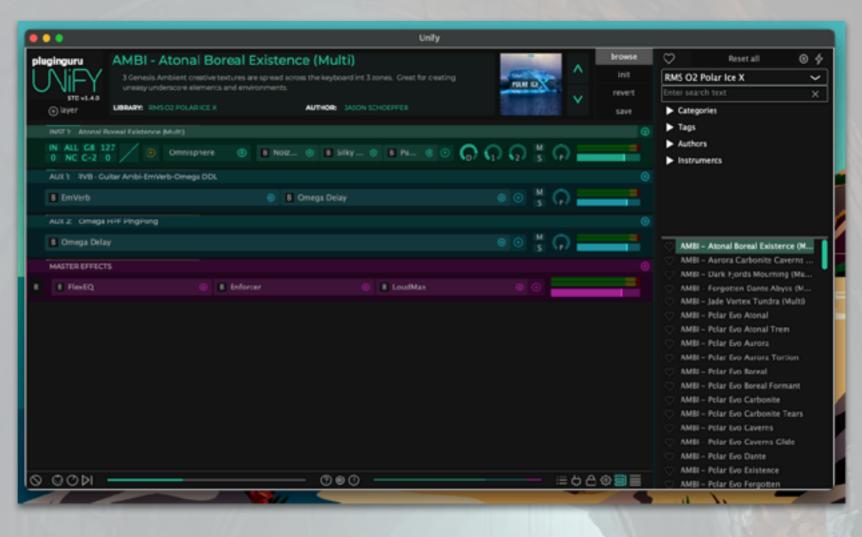
Follow on-screen instructions.

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

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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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