



Sounds created by [Histibe](#)
Editing by Andrew Aversa
An Impact Soundworks Product

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Overview

Interplanetary is designed with the sounds of futuristic, larger-than-life, cinematic science fiction in mind. Producer and sound designer **Histibe** created for us a beautiful selection of dark atmospheres, evolving pads, otherworldly sound effects, mechanical rhythms, powerful basses, and much more. These sounds are ideal for film, game, and TV scoring, but can work well in electronic music as well.

This patch library contains a total of **128** patches organized as follows:

- 11 ATMO patches: non-tonal atmospheric sounds often based around noise
- 28 BASS patches: powerful low-end shakers, sustains, staccatos
- 8 KEYS patches: polyphonic and playable sounds reminiscent of keyboards & organs
- 11 PADS patches: sustained tonal elements designed to be played as chords
- 26 SEQ patches: tempo-synced rhythms and sequences, tonal and otherwise
- 26 SFX patches: sound effects that are bizarre, mutated, ghostly, metal and beyond
- 18 SYNTH patches: various poly and monophonic leads, stabs, and other useful tools

We hope you will find a great deal of inspiration within **Interplanetary** – thank you for your purchase!

- The Impact Soundworks Team

Setup & Usage

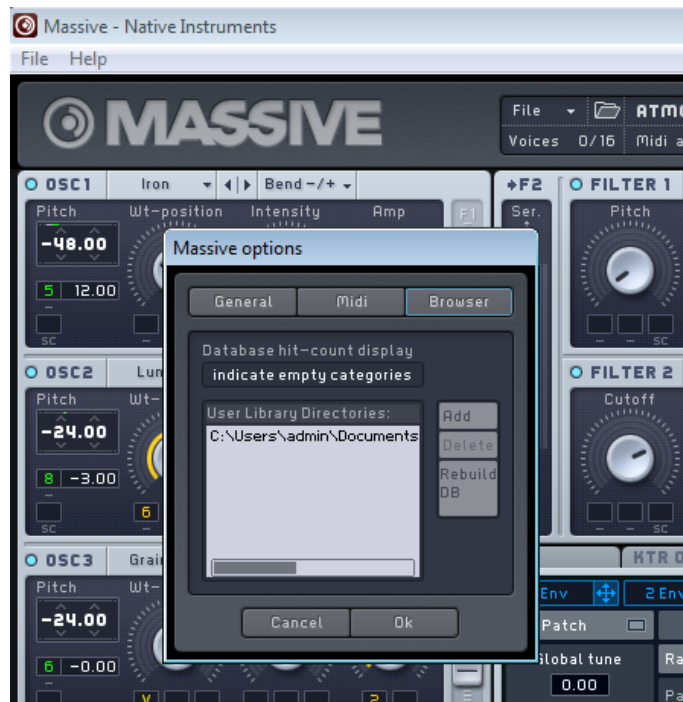
First, move the unzipped bank of presets (the entire **Interplanetary** folder) to the Massive user libraries folder. On Windows, this is (by default):

/My Documents/Native Instruments/Massive/Sounds/

On Mac OSX, it is likely:

/Library/Application Support/Native Instruments/Massive/

You can verify the location of this folder by opening Massive, and going to File, Options, Browser. Here you'll see the location of the User Libraries directory.



Once you've moved the **Interplanetary** folder to the User Library folder, access it from the Browser tab.



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