EXS 241
SOUND LIBRARY
OK SOUND DESIGN
KRONOS
NAUTILUS
KORG
OBSIDIAN
FIELDS
オブシディアン・フィールズ
MASSIVE AMBIENT & CINEMATIC TEXTURES
FOR KORG KRONOS & NAUTILUS
DARK TEXTURES
CINEMATIC PADS
EVOLVING SOUNDSCAPES
FX SOUNDS
100% PLAYABLE SOUNDS • DEEP • WARM • POWERFUL • ORGANIC BY NATURE • SPACE VIBES

EXS 241 · OK SOUND DESIGN

OBSIDIAN FIELDS

Obsidian Fields is a cinematic sound library for KORG KRONOS / NAUTILUS. Its 52 playable programs span Motion Textures, Pads & Atmospheres, Synths & Leads, Bass Sounds. Every sound is designed for immediate musical use and expressive transformation through aftertouch, ribbon, vector control, modulation and the two assignable panel switches.

52
PROGRAMS

4
SOUND WORLDS

MOTION TEXTURES

PADS & ATMOSPHERES

SYNTHS & LEADS

BASS SOUNDS

INSTALLATION

1. **Create a backup**
   Before installation, back up your own User data. Use Save All in MEDIA mode when required.

2. **Copy the library to USB**
   Copy the complete library, including PCG, KSC and sample files, to a USB drive. Do not change the folder structure.

3. **Open the USB drive**
   Press MEDIA on the instrument, select the USB drive and open the library folder.

4. **Load the PCG file**
   Select Neural Fields.PCG and choose Load. The Program bank is prepared for USER-G by default. Existing content in that bank will be overwritten.

5. **Load the sample data**
   Load the supplied KSC file. When a selection window appears, activate the sample data belonging to the library.

6. **Configure Auto-Load**
   Under GLOBAL > KSC Auto-Load, add the library KSC file so the samples load automatically after power-on.

> Menu names may vary slightly between instruments and operating-system versions. Keep all library files together in their original folder. When displays differ, refer to the Operation Guide for your KORG instrument.

CONTROLS

REAL-TIME CONTROLLERS

The sound list shows which controllers are received by each program. Their musical effect can vary from sound to sound.

Aftertouch

Additional pressure after the initial strike can control movement, filter, volume or vibrato, depending on the program.

Ribbon

Horizontal finger movement can alter pitch, timbre or effect parameters.

Vector Control

The vector joystick blends internal sound components or controls assigned parameters.

Modulation

Receives general MIDI controllers for additional movement and expressive variation.

Switch 1

Program-specific assignable switch. The exact assignment is shown in the sound list.

Switch 2

Program-specific assignable switch. The exact assignment is shown in the sound list.

52 PROGRAMS

SOUND LIST

Aftertouch · Ribbon · Vector · Modulation

NO.	NAME	ACTIVE CONTROLLERS	SWITCHES
000	Obsidian Fields		SW1 **#1** · SW2 **#13**
001	Singularity Motion 1		SW1 **#3** · SW2 **#13**
002	Singularity Motion 2		SW1 **#1** · SW2 **#13**
003	Singulariy Clockwork		SW1 **#3** · SW2 **#1**
004	Whispering Singularity		SW1 **#1** · SW2 **#13**
005	Polygon		SW1 **#3** · SW2 **#1**
006	Wavestate X		SW1 **#1** · SW2 **#13**
007	Orbital Shift		SW1 **#1** · SW2 **#13**
008	Aetherion Pulse		SW1 **#1** · SW2 **#1**
009	Eternal Morph		SW1 **#1** · SW2 **#13**
010	Leaves		SW1 **#1** · SW2 **#13**
011	Asia Field		SW1 **#1** · SW2 **#13**
012	Current Flow		SW1 **#1** · SW2 **#13**
013	Syrinx Echo		SW1 **#1** · SW2 **#13**
014	Tirion Morph		SW1 **#1** · SW2 **#13**

SOUND LIST — CONTINUED

NO.	NAME	ACTIVE CONTROLLERS	SWITCHES
015	Submerge Split 1		SW1 **#1** · SW2 **#13**
016	Submerge Split 2		SW1 **#3** · SW2 **#1**
017	Deep Tension		SW1 **#3** · SW2 **#1**
018	Beating Array		SW1 **#1** · SW2 **#8**
019	Chronology		SW1 **#1** · SW2 **#1**
020	Floyd		SW1 **#1** · SW2 **#13**
021	Dorian Ripple		SW1 **#1** · SW2 **#8**
022	Prime Ark		SW1 **#1** · SW2 **#13**
023	Out Of Control		SW1 **#1** · SW2 **#13**
024	Massive Split		SW1 **#1** · SW2 **#13**
025	Inner Liquid		SW1 **#1** · SW2 **#9**
026	Spiral Drone		SW1 **#3** · SW2 **#1**
027	Floating Choir		SW1 **#1** · SW2 **#1**
028	Ethereal Choir		SW1 **#1** · SW2 **#13**
029	Sharp Bass		SW1 **#1** · SW2 **#13**
030	OK Rhythm Noise 1		SW1 **#1** · SW2 **#13**
031	OK Rhythm Noise 2		SW1 **#1** · SW2 **#13**
032	Time Codex		SW1 **#1** · SW2 **#13**
033	Metal Stomp		SW1 **#1** · SW2 **#13**
034	OK Motion		SW1 **#1** · SW2 **#13**

SOUND LIST – CONTINUED

NO.	NAME	ACTIVE CONTROLLERS	SWITCHES
035	Spark		SW1 **#1** · SW2 **#13**
036	Morphon		SW1 **#1** · SW2 **#13**
037	Xerxess		SW1 **#1** · SW2 **#13**
038	Epic Taste		SW1 **#1** · SW2 **#13**
039	Stormhold		SW1 **#1** · SW2 **#13**
040	Waterdrops		SW1 **#1** · SW2 **#13**
041	Dreams Of Avalon		SW1 **#3** · SW2 **#11**
042	Terms Of Waves		SW1 **#3** · SW2 **#11**
043	Ancient Waves		SW1 **#3** · SW2 **#11**
044	Multiple Waves		SW1 **#3** · SW2 **#11**
045	Orbiter Persio		SW1 **#3** · SW2 **#11**
046	Obsidian Dreams		SW1 **#3** · SW2 **#11**
047	OK Rhythm Move		SW1 **#3** · SW2 **#11**
048	Wavestate MK3		SW1 **#3** · SW2 **#11**
049	Metal Harp		SW1 **#3** · SW2 **#4**
050	Sweep Fly		SW1 **#1** · SW2 **#13**
051	Tonewheel Organ		SW1 **#1** · SW2 **#9**

PRODUCT INFORMATION

CREDITS & LICENSE

Sound Design	OK Sound Design
Compatibility	KORG KRONOS / NAUTILUS
License	The EXs library is protected by the KORG authorization system and bound to the authorized instrument. The sounds may be used in original music productions, films and live performances and recorded as part of a complete musical work. Targeted sampling or resampling of individual sounds for the creation, distribution or sale of sample, preset or sound libraries is not permitted.
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