

Press release – for immediate release

Native Instruments Introduces SONIC FICTION

New KORE-Powered instrument designed by Jeremiah Savage combines creative field recording and advanced synthesis for futuristic sounds

Berlin, November 16th, 2009 - Native Instruments today introduced SONIC FICTION, a new KORE-Powered instrument that combines inventive field recording with advanced synthesis into an arsenal of hundreds of genuinely otherworldly sounds. Designed by prolific sound design artist Jeremiah Savage and usable with KORE 2 and the free KORE PLAYER, the instrument provides musicians and producers with a inspirational resource for movie and game scoring, modern sound design and various electronic music styles.

Expanding on sound design paradigms established with Jeremiah Savage's previous ACOUSTIC REFRACTIONS collection, the sounds in SONIC FICTION are inspired by imaginative Science Fiction scenarios and concepts. Unusual, complex acoustic sources ranging from volcanic mudpots to television static were carefully captured in extensive field recording sessions, and combined with the vast synthesis and sound processing capabilities of ABSYNTH, KONTAKT and KORE. The result is an array of previously unheard, charismatic instruments that are both alien and organic in their sonic character, but also highly playable and of profound musical value.

SONIC FICTION provides 100 KoreSounds with eight morphable Sound Variations each, resulting in 800 individual sounds. Concise parameter assignments allow for immediate, intuitive sound tweaking in KORE 2 and KORE PLAYER. Full musical metadata for all presets also makes SONIC FICTION integrate seamlessly with any individual collection of KORE-Powered instruments.

More information on SONIC FICTION can be found at

www.native-instruments.com/sonicfiction.info

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About Native Instruments

Native Instruments is a leading manufacturer of software and hardware for computer-based music production and performance. The company's mission is to develop innovative, fully integrated solutions for all professions, styles and genres. The resulting products regularly push technological boundaries and open up new creative horizons for professionals and amateurs alike.

Native Instruments opened up the fascinating world of real-time sound synthesis on standard computers in 1996, and today offers an extensive product range for the Instruments, Guitar and DJ markets. Native Instruments currently employs more than 160 people in its two offices in Berlin and Los Angeles, and works closely with more than 40 international distribution partners to ensure its future growth and success.