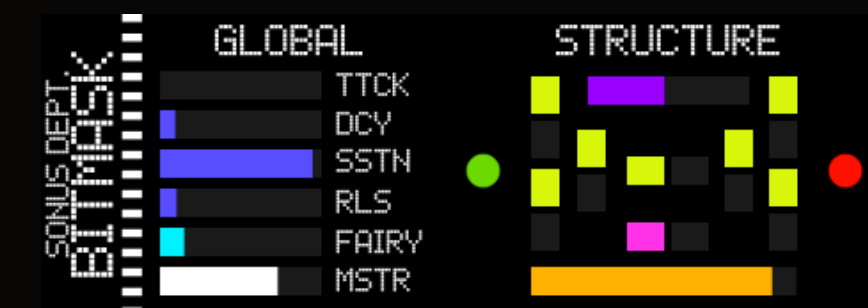
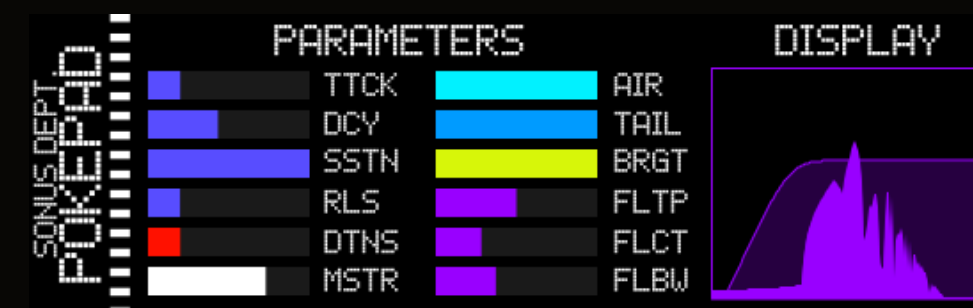
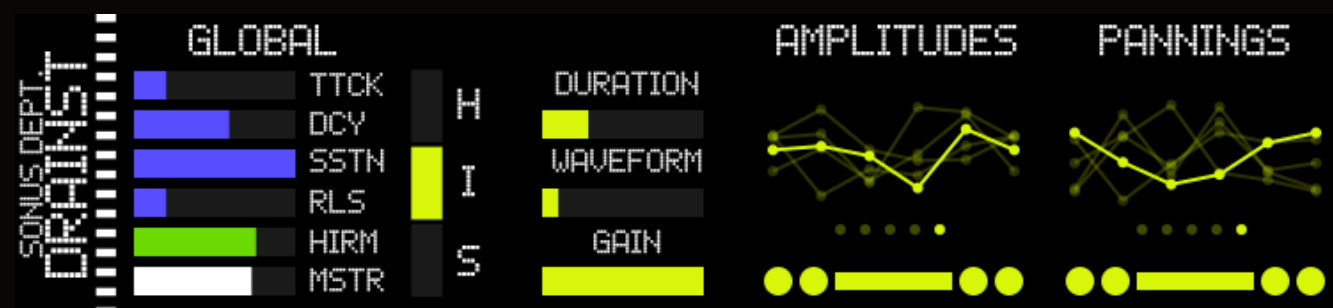
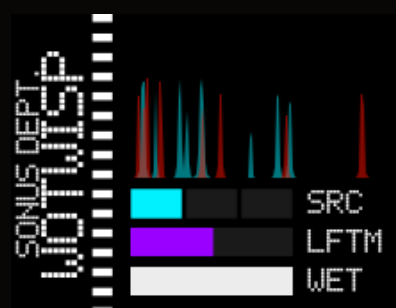


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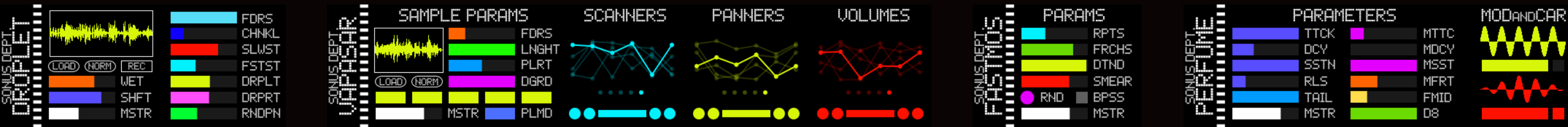
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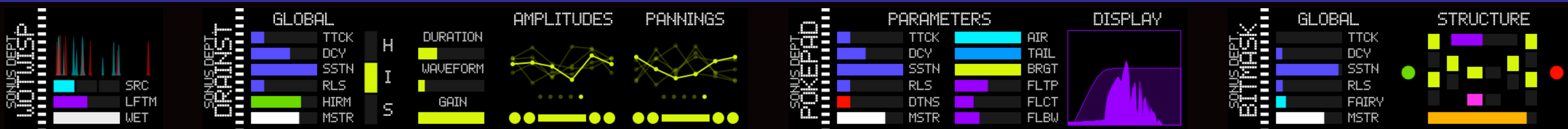
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Atmobits is a collection of eight Max for Live devices oriented towards experimental and atmospheric (but not only!) sounds. You can find different kinds of devices: four synthesizers (each one with a different personality and algorithm), two sample-based effects and generators, and two ethereal and dreamy effects.

Together they form a compact yet self-sufficient environment for experimentation and sound design, and they can easily interact with other effects and devices, too!

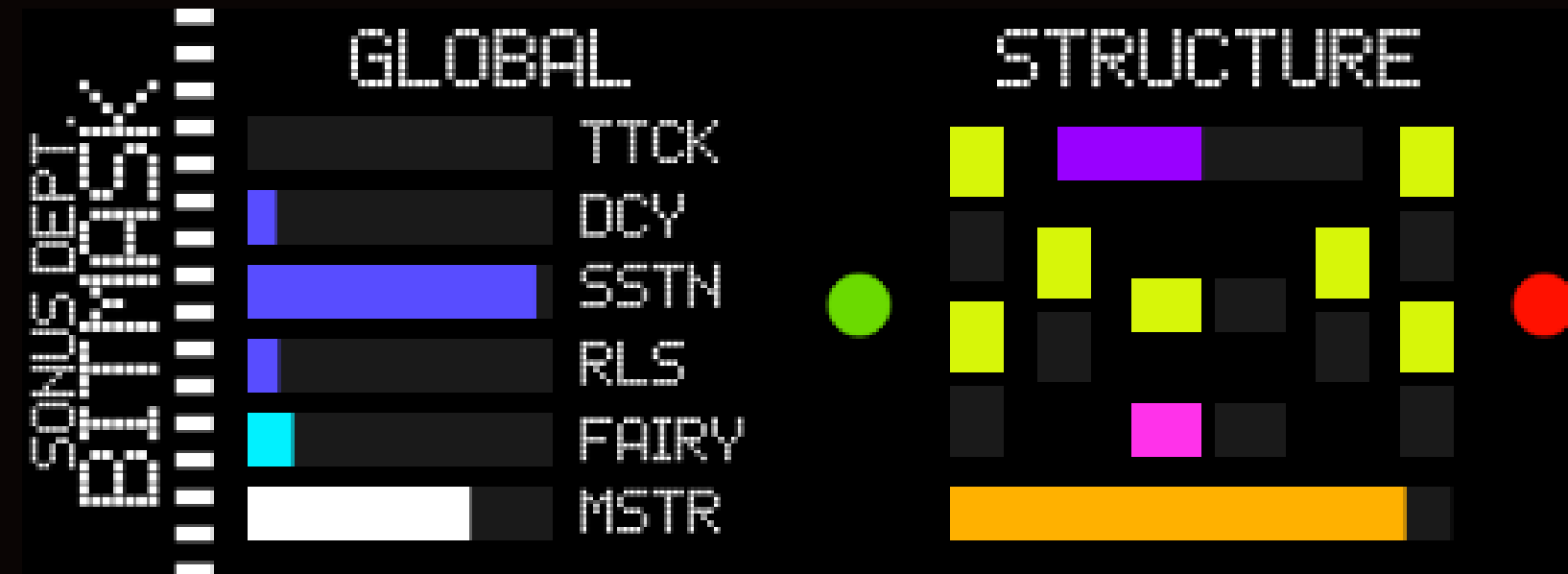
The UI is rather different from what you might expect from a Live device, but just move your mouse over any parameter, and it will be thoroughly explained through the Live Info View.



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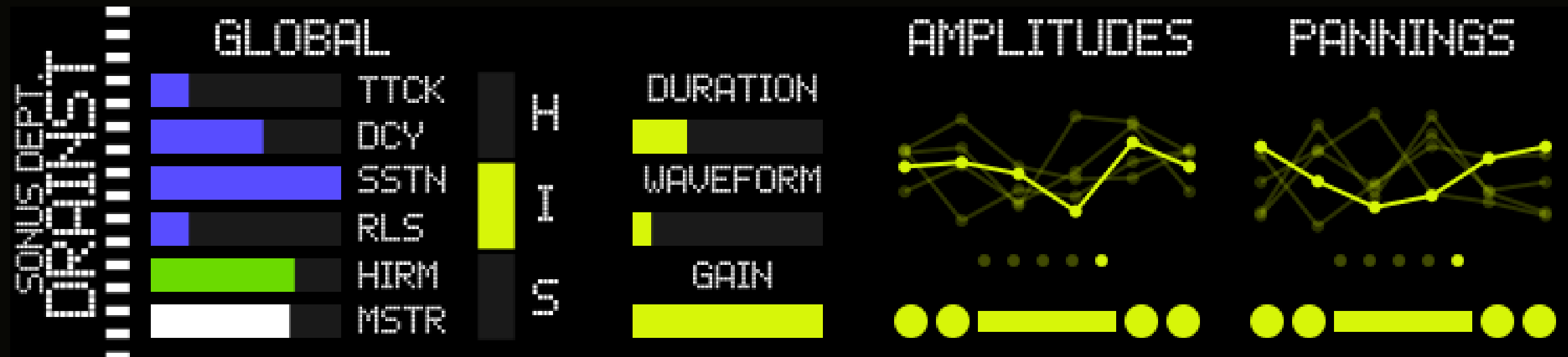


BITMASK

bitwise operations based synthesizer

Bitmask is a synthesizer that generates its sound according to a series of bitwise (and/or) operations made on basic oscillators. The resulting sounds can range from linear streams of waves to jagged digital textures and even to some harsh, noisy drones. A master lowpass filter and a pseudoreverb complete the synth.

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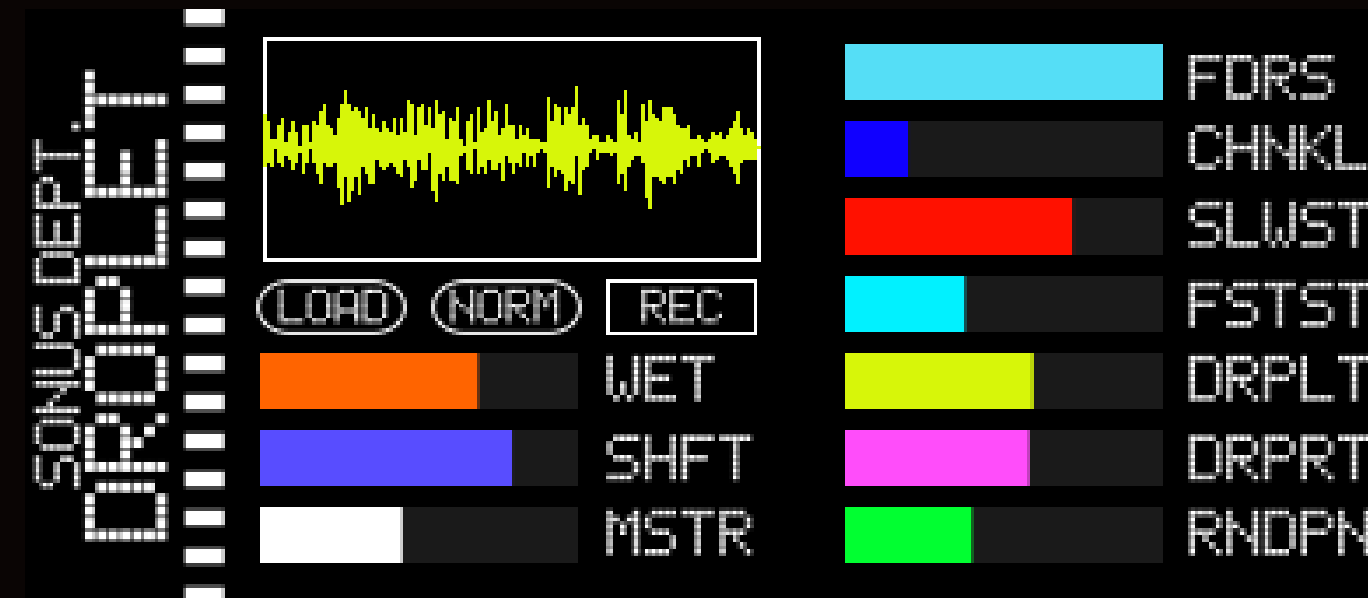
DRAINST

evolving additive synthesizer

Drainst is a synthesizer based on a different take on additive synthesis. The sound is generated by 15 oscillators: 5 harmonics, 5 inharmonic partials, and 5 subharmonics.

The amplitude and pan position of each oscillator can evolve over time.

An optional ring modulator completes the generation.



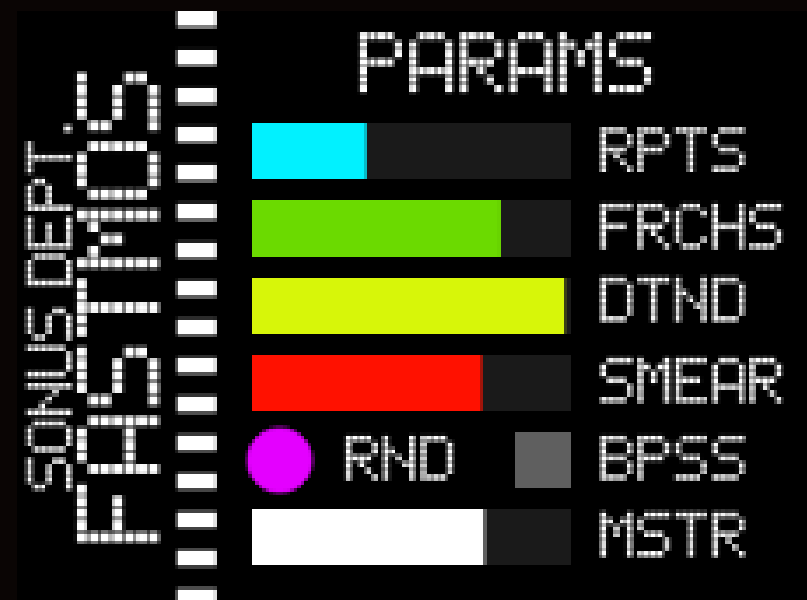
DROPLET

a bridge between granular synthesis and random sampling

Droplet is a device that loads a sample or records the incoming input and then selects a series of chunks (or "droplets") from the buffer, playing them at different speeds and pan positions. A master pitch shifter completes the sound path. Ideal for drums and discrete sounds, but it can work with anything.

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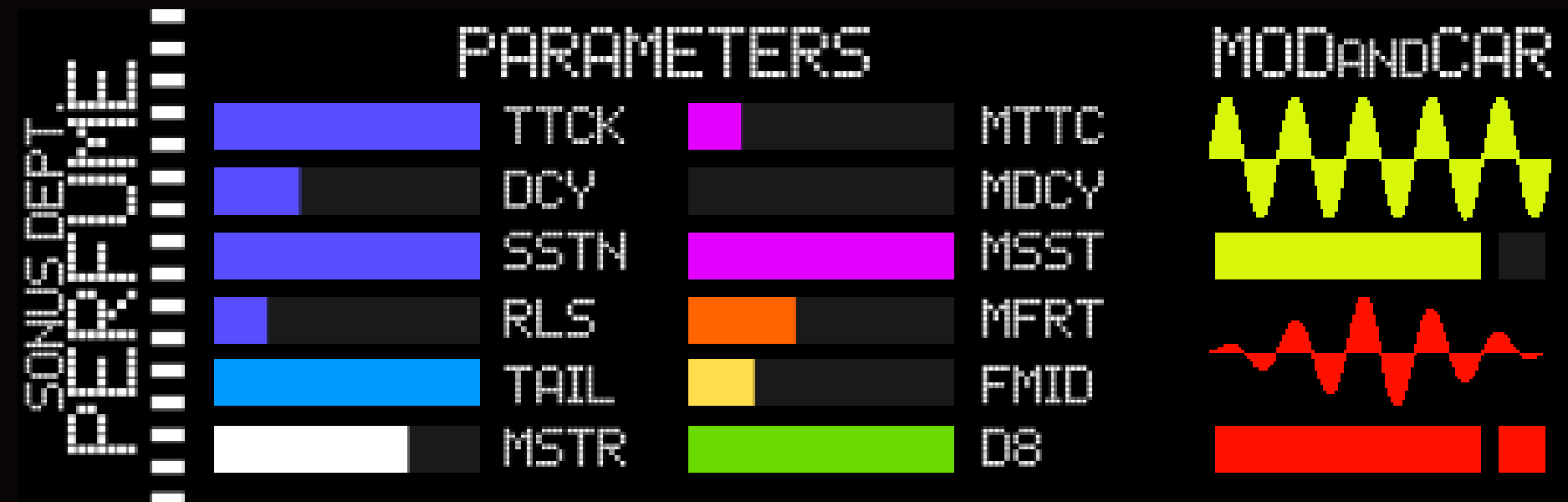
FASTMOS

instant atmospheric effect

Fastmos is an instant effect that can create a thick layer of atmosphere around any kind of sound, though it works best with vocals and stringed instruments.

The intensity of the four different effect processors can be adjusted to achieve various results, from dense delays to blurry reverbs.

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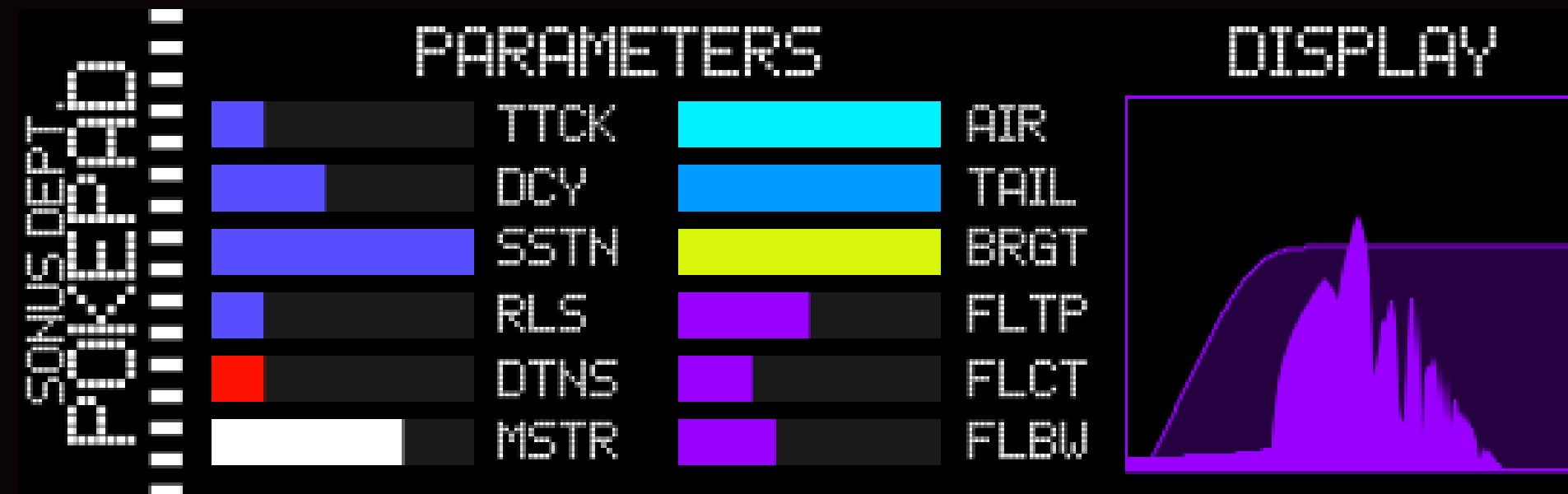


PERFUME

FM synthesizer with a twist

Perfume is an FM synthesizer with some nice additions. First of all, modulator and carrier waveforms can be chosen from a list of harmonic series, and even windowed.

The sounds can then be doubled at a diminished octave, ideal for bell-like tones. A reverberation tail adds even more atmosphere and mystery.



POKEPAD

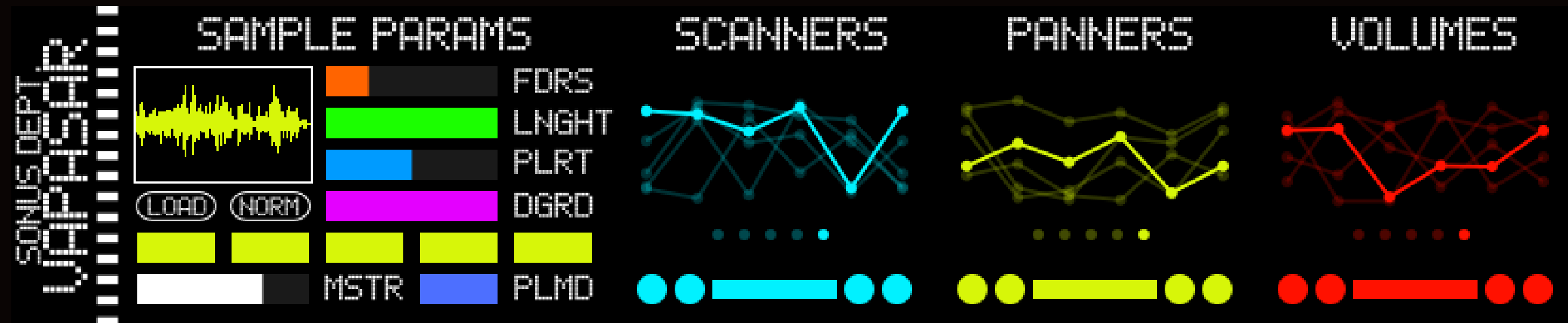
instant pad synthesizer

Pokepad is a compact synthesizer that lets you create instant lush and deep pads. A carefully chosen set of parameters allows the sound to be modified without losing its character.

Pokepad may not be a synth for every situation, but when it comes to delivering the pad you were looking for, it is the one you need!

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VAPASAR

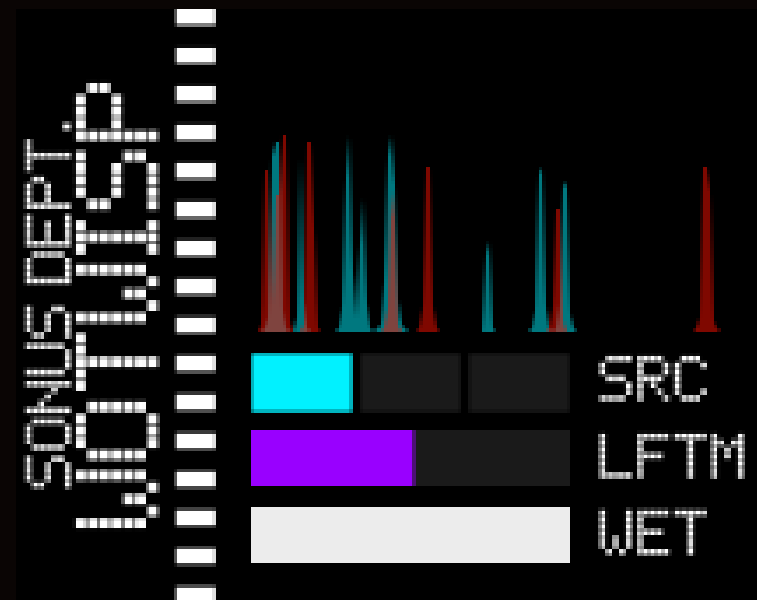
complex and evolving sample player

Vapasar is a sample player with a series of options that allow a creative and unusual approach to this traditional technique. The loaded sample is played back from five slots, each of which can be set to follow different trajectories, panning, and amplitudes. From subtle variations to sonic mayhem, Vapasar has you covered!

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WOTWISP

sonic flames generator

Wotwisp is a small device that works on the spectrum of a source (which can be constant noise, intermittent noise, or incoming audio), selecting only certain bands and changing the selected ones over time.

The result is a fairy-like soundscape generator that can produce an interesting and ever-evolving sonic stream.

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