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# METAPHOR IUM

220+ SOUNDS FOR HIVE 2.1



Heckmann Audio GmbH • Berlin

# Metaphorium

220+ sounds for Hive 2 by Howard Scarr, Viktor Weimer and Urs Heckmann, as featured in *The Matrix Resurrections* film score.

Please note that METAPHORIUM requires Hive version 2.1 or newer. Users of version 2.0 should download and install the [latest version from u-he.com](https://u-he.com).

## Installation

To install Metaphorium, drag & drop the *.uhe-soundset* file onto Hive's user interface (anywhere will do). For more detailed information, please refer to the section *Installing Soundsets* in the Hive 2 user guide.

## XY Pad Control

All presets include a full complement of XY pad assignments. Several of them have very 'musical' laws and limits, while most presets can be adjusted beyond all recognition and are therefore suitable for any genre of music.

**X1** and **Y1** are consistent across all Metaphorium presets – they always send Hive's **Control A** and **Control B** performance data, and that's the reason why X1 and Y1 are set to minimum values instead of the centre. Including these two puts all macro controls in one place... or rather, two places: In Hive's XY panel as well as below the preset browser. See 'About MIDI CC' in the Hive user guide. Including Control A and B in the XY also facilitates their use with recent NI controller hardware...

## NKS

Metaphorium is NKS-ready, including audio previews for each preset. Hive's 4 XY pads will be mapped to the row of 8 controllers on your NKS hardware, like the 8 knobs along the bottom of Hive's browser.

After installing Metaphorium, load Hive into your NKS host via the product selector. A "Metaphorium" entry should appear in the Bank menu below the blue Hive icon. If you don't see that entry, rescan Hive's presets: Go to Preferences / Library / Factory, select "Hive Factory" and click on the [Rescan] button.

Note for **NI Maschine** users: Due to Maschine's lack of aftertouch support, that particular performance feature will not work in any of the presets.

## The METAPHORIUM story

Summer 2019: Composer Johnny Klimek approaches Urs about Zebra2 presets for a secret film music project. He outlines the kind of sounds he is looking for, and asks Urs whether he knows of any u-he sound banks that would fit the bill – or failing that, the names of sound designers who would be capable of creating such presets.

After some thought, Urs recognizes the sonic gap in u-he's portfolio... u-he could create those presets themselves for free, and release them as a soundset after Johnny's secret project hits the movie theatres. A win-win for both parties! For it to become a viable product, the soundset would have to be for one synthesizer only: It was decided on Hive.

Autumn 2019: Viktor, Howard and Urs start programming new Hive presets. Urs adds more features to Hive so that it can deliver all the types of sounds Johnny described. Howie and Urs fly out to Gran Canaria to polish and integrate the sounds into Johnny's workflow. Howard and Johnny sit together in the studio and tweak presets until everyone is satisfied. By the end of 2019, a bank of over 200 presets is ready for use.

Spring 2020: Johnny and Tom Tykwer's project *Babylon Berlin* airs, with several episodes featuring the Metaphorium presets.

Summer 2021: The International Movie Database (IMDb) lists both Johnny and Tom as co-composers for *The Matrix Resurrections*. Clearly, this was the secret movie project! And sure enough, Hive features heavily in the score.

## The Folders

Metaphorium contains the following folders:

<i>01 Big Note Loops</i>	Tuned sequences (big, round, thumping)
<i>02 Soft Note Loops</i>	Tuned sequences (delicate, peaceful, melodic)
<i>03 Percussion Loops</i>	Untuned sequences (noise, metallic, rattles)
<i>04 FX &amp; Soundscapes</i>	Fantasy sounds (psycho, detuned, ambience)
<i>05 Pads &amp; Strings</i>	Sustained (stringy, glassy, slow attack)
<i>06 Other Instruments</i>	Analogue Brass, Bases, Keys (tuned, playable)
<i>07 XY Specials</i>	Just a few XY tweaks of the above, by Johnny K

Below is a list of all preset names...

## 01 Big Note Loops

Anode Hyperdrive  
Bass Pulser  
Binary Fission  
Bottom Beat + Critter Hats  
Brew5 Stomp 1 - slow  
Brew5 Stomp 2 - fast  
Chord Marcher  
Clackety Boom 1 - slow  
Clackety Boom 2 - fast  
Diesel Bass  
Elektrik Stomper  
Fast Wire  
FreeGee 1 - slow march  
FreeGee 2 - fast stomp  
Grinding Simulator  
Kalimbau 1 - 5th  
Kalimbau 2 - bass  
Mechatronix 1 - slow  
Mechatronix 2 - fast  
Obsessive Wires 1 - dark  
Obsessive Wires 2 - bright  
Octavia  
Permanent Bass  
Ratchet Eight  
Ratchet Five  
Resination 1 - slow  
Resination 2 - fast  
Rolling Metal Sheets  
Rubber Beat 1 - slow  
Rubber Beat 2 - fast  
Run+Gun  
Slow Pump  
Squelch Rarebit  
Tanked Stomp  
Transformer Blues  
Viroid 10  
Wubber Band 1  
Wubber Band 2  
Wubber Band 3

## 02 Soft Note Loops

Bells Of Joy  
Binary Fission  
Bolero 1 - five  
Bolero 2 - six  
Bolero 3 - seven  
Brewster Sticks 1 - slow  
Brewster Sticks 2 - fast  
Chugger Pad 1 - slow  
Chugger Pad 2 - fast  
Flexi Plucks 1 - slow  
Flexi Plucks 2 - fast  
Gamelarp  
Half Pant  
Ice Mystery  
Just Dessert 1 - vanilla  
Just Dessert 2 - choco  
Just Dessert 3 - pluck  
Mint Julep 1 - slow  
Mint Julep 2 - fast  
Obsessive Cellists  
Pentatonic Twister  
Rattlestomp 1 - binary  
Rattlestomp 2 - straight  
Rattlestomp 3 - triplets  
Shiverware 1 - slow  
Shiverware 2 - fast  
Soft Random Bells  
Space Program 1978  
Time Droner  
Tin March

## 03 Percussion Loops

Age of Steam  
Agent Rattlesnake  
Alpha Trash 1 - slow  
Alpha Trash 2 - fast  
Battle Dogs  
Bouncing Scissors  
Chugger Noise  
Cinematic Double Feature  
Clockette  
Comb Propulsion 1 - major  
Comb Propulsion 2 - minor7  
Dark Bone Clock  
Didgeripulse  
Digging In 1 - short  
Digging In 2 - skins  
Digging In 3 - long  
Disciplinary Measures  
Drum Trips 1 - slow  
Drum Trips 2 - fast  
Drumatica Arp  
Ethn-o-matics  
Falling Mayhem Stomp  
Fingerstix 1 - slow  
Fingerstix 2 - medium  
Fingerstix 3 - fast  
Floor Scraper  
Fractured Percussion 1 - dark  
Fractured Percussion 2 - bright  
Gated Rise Kit  
Groovy Hats  
Groovy Sheet Metal  
Gyroswhirl  
Haunted Grandfather Clock  
Ice Chimes 1 - short  
Ice Chimes 2 - long  
Pots and Pans  
Ring Percussion 1 - softish  
Ring Percussion 2 - bongoid  
Ring Percussion 3 - laboratory  
Shuffle Bug 1 - flexi  
Shuffle Bug 2 - drums  
Shuffle Bug 3 - comb  
Steed Pulse 1 - canter  
Steed Pulse 2 - gallop  
Time Bongoids  
Ultra Low Oxygene  
Wipeout Chugger 1 - slow  
Wipeout Chugger 2 - fast

## 04 FX & Soundscapes

Broken Glider Drop  
Brutal Sucker  
Cable Whiplash  
Crackly Vinyl  
Creeper One  
Dirty Bullroar  
Dissonant Riser 1 - complex  
Dissonant Riser 2 - metal  
Dissonant Riser 3 - analogue  
Electricity Scream  
Falling Shards  
Glass 1 - breathing  
Glass 2 - overdrone  
Haunted Cimbalon Junk  
Haunted Metal Impact  
Infinity Vox 1 - smooth  
Infinity Vox 2 - primitive  
Infinity Vox 3 - vertigo  
Inner Ear Tickle  
Limbo Overdrone  
Monster Drop 1 - engine  
Monster Drop 2 - analogue  
Monster Drop 3 - distort  
Monster Drop 4 - simple  
Palaverbot  
Particulation  
Pressure Drop 1 - basic  
Pressure Drop 2 - 5th  
Random Circuit  
Rising Psych A - breather  
Rising Psych B - comber  
Screeture 1  
Screeture 2  
Sigh Of The Metal Beast  
Steel Water  
Tension Grains 1  
Tension Grains 1  
Transition Swish  
Tube-o-Tech  
Twilight Clusters  
Water Monster  
Wave Drop  
Whispering Papers

## 05 Pads & Strings

A Beginning  
Backward 1 - psycho  
Backward 2 - soft  
Contra Rust 1 - grunge  
Contra Rust 2 - smooth  
Cream Strings 1 - tron  
Cream Strings 2 - fluffy  
Cream Strings 3 - chamber  
Dream State 1 - breathing  
Dream State 2 - pure  
Dream State 3 - complex  
Dream State 4 - forest  
Dream State 5 - ethereal  
Floating Anarchy 1 - glass  
Floating Anarchy 2 - interval  
Floating Anarchy 3 - triller  
Floating Anarchy 4 - synth  
Hive Choir 1 - rising  
Hive Choir 2 - falling  
Hive Choir 3 - simulant  
Resination 3 - single  
Shifting Sand Pad  
Soft Metal Plate  
Subcontractor  
Sunset Strings  
Synth Ensemble 1 - direct  
Synth Ensemble 2 - sheen  
The Drone That Does It  
Thin Metal Plate  
Unstable Ground 1 - static  
Unstable Ground 2 - breathing  
Unstable Ground 3 - notes

## 06 Other Instruments

Braahms 1  
Braahms 2  
Brasserie 1 - hard 5th  
Brasserie 2 - soft 5th  
Brasserie 3 - crush  
Broad Strokes  
Clubright Bass  
Cold as Brass  
Crumbled Pulse  
Double Plaintive  
Drumatica Tube  
Dronabinall  
Foghorn Orchestra  
Fracking Fanfare  
Gargantua Bass  
Glide Horns  
Lounge Piano  
Mandorgan  
Moteur 1 - metal  
Moteur 2 - pluck  
Nebrasska  
Noctave 1 - analog  
Noctave 2 - digital  
November 1  
November 2  
Romantic Marbles  
Short Shorts  
Stepping Wires  
Terraformer

## 07 XY Specials

Backward 2 - soft JK  
Clackety Boom 1 - slow JK  
Clackety Boom 2 - fast JK  
Dark Bone Clock JK  
Drumatica Tube JK  
Flexi Plucks 2 - fast JK  
Lounge Piano JK  
Mechatronix 2 - fast JK  
Ratchet Five JK  
The Drone That Does It JK