



USER GUIDE

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1. Welcome To 5Elements

Thank you for purchasing 5Elements. This document provides information about the instrument and a description of all the features and functions. We hope that you enjoy using 5Elements in your projects.

1.1. About 5Elements

5Elements is a selection of unique sampled instruments created for either KONTAKT or the free KONTAKT PLAYER. Our instruments were carefully crafted to be both authentic and easy to use.

This manual will introduce you to the different instruments sampled in this collection, and explain how to use 5Elements KONTAKT instrument.

1.2. Instrument Background

5Elements is an organic collection of unique instruments designed and built by Aurelio C. Hammer, a renowned musicologist and founder of Svaram. Select instruments were sampled and recorded at the EarthMoments studios in Chennai, India.

The Svaram instruments are made from different natural elements. The materials used to create the original instruments include: various metals such as silver, copper, and gold; various woods; and different stones, including marble. All materials are found in the southern Indian peninsula and forests.

5Elements concept is inspired and designed from the ancient knowledge of “five elements” - a knowledge that goes back thousands of years to the Indian Vedas; ancient Sanskrit writings and scriptures. The five elements are Earth, Water, Fire, Wind, and Space.

The five elements system suggests that all creation, including the human existence, is made up of these five essential elements, and after life the human body dissipates into these five elements within nature, therefore balancing the cycle of nature.

Our objective at EarthMoments is to capture the authentic character of original instruments as well as to include features that enhance these unique sounds. We have added contextual layers that compliment the instrument’s natural “ecosystem” for a more immersive set of sounds.

Furthermore, Svaram instruments have a strong influence and background in sound healing and wellness; the additional sounds, features and effects are based on this energy and spirit. We have also included such features as binaural beats with frequencies that not only affect brain waves, but are believed to be fundamental to greater cosmic “frequencies”, such as the movement of the planets. More information can be found in the **Binaural Beats** section.

5Elements includes many natural ambient recordings sourced in and around the Svaram workshop, as well as in-house impulse responses. Each instrument has an underlying intention; each sound has an ability to enhance the human spirit.

Several years of research, design and implementation went into 5Elements, including immeasurable love and dedication - enjoy!

1.3. About Svaram Musical Instruments and Research

Svaram Musical Instruments Research workshop bridges ancient local traditions and modern culture. The Svaram workshop in Auroville, South India is a place to discover and experience sounds. Svaram is a Sanskrit word meaning a sweet, pleasant voice or sound.

Svaram founder, Aurelio C. Hammer is the developer and designer of these innovative musical instruments. He works with sound healing modalities and active participatory music therapy settings in Auroville.

More than 20 years of international research in musicology, acoustics, harmonic studies, intangible heritage, pedagogy and healing arts – integrating at the same time traditional craft talents, indigenous skills and community organization systems of Tamil culture – are what makes Svaram's instruments unique in the Indian and Asian context. Svaram is a pioneer in the field of world music instruments production and innovative harmonic tunings.

Aurelio frequently travels throughout the world, giving lectures, workshops, presentations, participating in international conferences on unending education, culture of heritage as well as innovative instruments and sound applications.

The collaboration between EarthMoments and Svaram is an exciting journey that lead to 5Elements. We are very thankful to Svaram for taking part in this journey.

Svaram Musical Instruments and Research website:

<http://svaram.org/>



Aurelio C. Hammer
Svaram Instruments Designer

2. Sampled Instruments

2.1. Main Instruments

5Elements has 8 unique sampled instruments.

2.1.1. Ananda

The name of this instrument translates as "Infinite Strings" and denotes that it has many strings (twelve on the top and thirty six on the bottom). The frontside has four bridged strings that resemble the Indian tamboura, along with eight strings tuned to a pentatonic scale raga. The backside offers a multitude of strings tuned to E, which allows the full play of natural harmonics and the richness of sound to unfold.



2.1.2. Golden Plates

Rectangular plate bells made from brass. The quiet and solid heavy overtone tuned plates bring the majestic sound similar to brass bells. Also known as 'the plate gongs'.



2.1.3. Healing Bed

This elaborately constructed instrument, the size of a massage table, has 50 strings with a custom designed resonator. During sound healing sessions, a person would lay down on the resonator side (with the stringed side facing down).



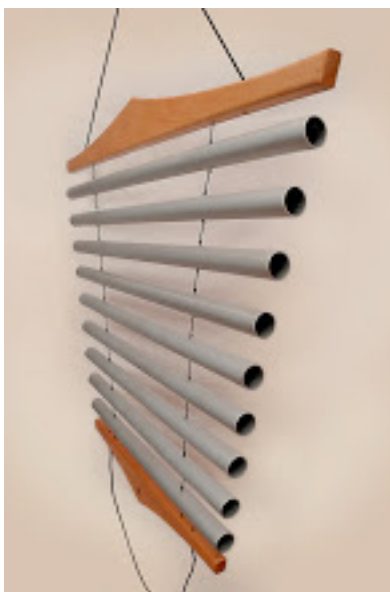
2.1.4. Litophone

Made from granite stones and played with padded sticks. The simple play with carefully crafted mallets creates a rich spectrum of overtones.



2.1.5. Octave Tubes

The resonating sound purity of the tubes can be played, swung and rotated at the same time to create a captivating atmospheric sound.



2.1.6. Silver Plate

A large and heavy silver plate that produces solid and heavy overtones with a very long sustain.



2.1.7. Singing Stones

A large 200kg stone that represents a unique 'Sound-Sculpture' and is played in a fashion similar to rubbing the rim of crystal wine glass.



2.1.8. Tubular Bells

Tubular Bells sustaining resonance of each single tube is greatly enhanced by utilising unique mathematically-based tunings in the design - based on a C 256 pentatonic scale over two octaves. This set of large size tubular bells are tuned in the diatonic syntonon and resonates in a linear order. This instrument can be moved while playing for additional effect.



2.2. Sub-instruments List

5Elements includes a variety of playing styles within the different instruments. Each playing style is referred to as a sub-instrument.

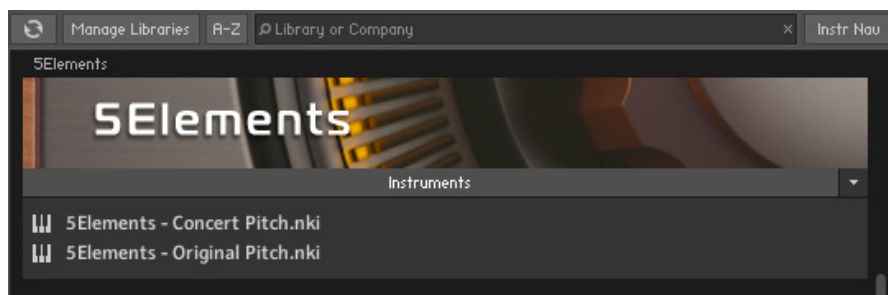
We captured a range of materials and playing techniques while sampling the instruments, highlighting the different expressions of the instruments.

| Main Instrument Group | Sub-Instrument | Notes |
|-----------------------|----------------|---|
| Ananda | | |
| | Phrases | 5 pre-recorded phrases with a long sustain. Use the key switch to scroll between the phrases. The phrases can be used individual or together. |
| | Hard Strum | A sound made by strumming the instruments strings. The hard strum samples were recorded by putting more pressure on the strings than the natural strum samples. |
| | Strum | A sound made by strumming the instruments strings. |
| | Pluck | A sound made by pinching the instruments strings. <i>Use the modulation wheel to blend a set of vibrato samples.</i> |
| | Tremolo | A sound made using a playing technique that employs alternating downward and upward strokes in a continuous fashion of the instrument strings. |
| Golden Plates | | |
| | Mallets | A sound made by hitting the plates with a mallet hammer, each layer of velocity group was sampled by playing with a different kind of hammer. all hammers are custom made by Svaram Musical Instruments and Research. |
| | Sticks | A sound made by hitting the plates with a wooden stick. The wooden sticks are custom made by Svaram Musical Instruments and Research. |
| Healing Bed | | |
| | Pluck | A sound made by pinching the instruments strings. |
| | Phrases | 4 pre-recorded phrases with a long sustain, use the key switch to scroll between the phrases. The phrases can be used individual or together. |
| | Stroke Fast | A sound made by stroking the instruments strings quickly that create a rich spectrum of overtones and sustain. |
| | Stroke Slow | A sound made by stroking the instruments strings slowly that create a rich spectrum of overtones and sustain. |
| | Strum | A sound made by strumming the instruments strings that create a rich spectrum of overtones and sustain. |
| Litophone | | |
| | Mallet | A sound made by hitting the plates with a mallet stick. All sticks are custom made by Svaram Musical Instruments and Research. |
| | Harmonic | A sound made by hitting the plates with a mallet stick in such way that creates a rich spectrum of overtones. All sticks are custom made by Svaram Musical Instruments and Research. |
| | Stick | A sound made by hitting the plates with a wooden stick in such way that creates a rich spectrum of overtones. All wooden sticks are custom made by Svaram Musical Instruments and Research. |

| Main Instrument Group | Sub-Instrument | Notes |
|-----------------------|--------------------|---|
| Octave Tubes | | |
| | Mallet | A sound made by hitting the tubes with a mallet stick. All sticks are custom made by Svaram Musical Instruments and Research. |
| | Strum | A sound made by hitting all of the tubes with a mallet stick. All sticks are custom made by Svaram Musical Instruments and Research. |
| | Wobble/ Tremolo | A sound made by hitting all of the tubes with a mallet stick and then twirl and rotate the tubes. All sticks are custom made by Svaram Musical Instruments and Research. |
| Silver Plate | | |
| | Mallet | A sound made by hitting the plates with a mallet hammer. All hammers are custom made by Svaram Musical Instruments and Research. |
| Singing Stones | | |
| | Sus Long | Played with the help of water - similar to rubbing a crystal class with a wet finger, but here with all parts of the hands creating a long sustain sound. |
| | Sus Short | Played with the help of water - similar to rubbing a crystal class with a wet finger, but here with all parts of the hands creating a short sustain sound. |
| | Mallet | A sound made by hitting all of the stones with a mallet stick. All sticks are custom made by Svaram Musical Instruments and Research. |
| | Ring | Played with the help of water - similar to rubbing a crystal class with a wet finger, but here with all parts of the hands creating a ringing overtone sound. |
| Tubular Bells | | |
| | Mallet | A sound made by hitting the tubes with a mallet hammer, each layer of velocity group was playing with a different kind of hammer. All hammers are custom made by Svaram Musical Instruments and Research. |
| | Stick | A sound made by hitting the tubes with a wooden stick. All hammers are custom made by Svaram Musical Instruments and Research. |
| | Harmonic | A sound made by hitting the tubes with a wooden stick in such way that generates a harmonic overtone. All hammers are custom made by Svaram Musical Instruments and Research. |

2.3. Two Kontakt Instruments

For 5Elements, we provide two independent instruments, Concert Pitch and Original Pitch. We recommended using the Concert Pitch instrument for projects with western or standard pitch instruments.



5Elements in The Kontakt Browser

2.3.1. 5Elements - Concert Pitch

The original sounds were meticulously tuned to be as close as possible to 440 Hz tuning. We wanted to preserve the character of the original instruments with minimal adjustments. On the other hand, we wanted the instrument to be readily used with western instruments tuned to the 440 Hz standard.

2.3.2. 5Elements - Original Pitch

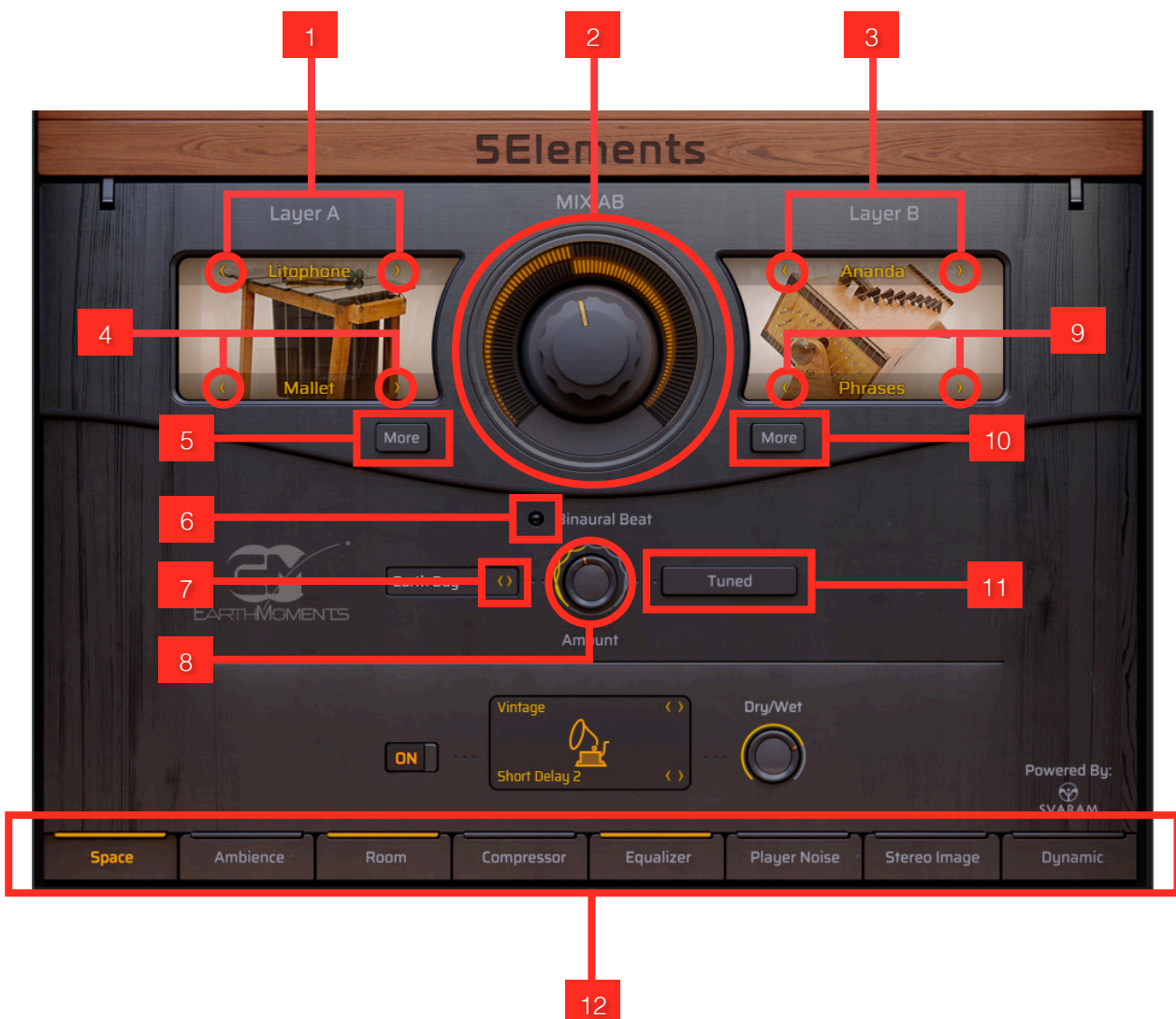
The instrument samples are not modified and were kept to the authentic tuning and tones of the original instruments. The range is more limited and the availability of notes for each instrument is less. The original tuning varies and is not based on the western 440 Hz standard.

3. User Interface

3.1. Main Interface

The default view of 5Elements gives you direct access to the main controls and a quick view of the FX chain. You can select the instruments / sub-instrument's layer, control the mix level between the layers, control the **Binaural Beat** drone function and quickly navigate between the FX and options that will shape the sound of layers.

The 'More' button below each layer will open more features that affects the specific layer group.



1. **Layer A / Main Instrument Group Selector** - Selects the main instrument that is applied to Layer A.
2. **MIX AB** - Adjusts the volume level between the layers. Rotating the knob counter-

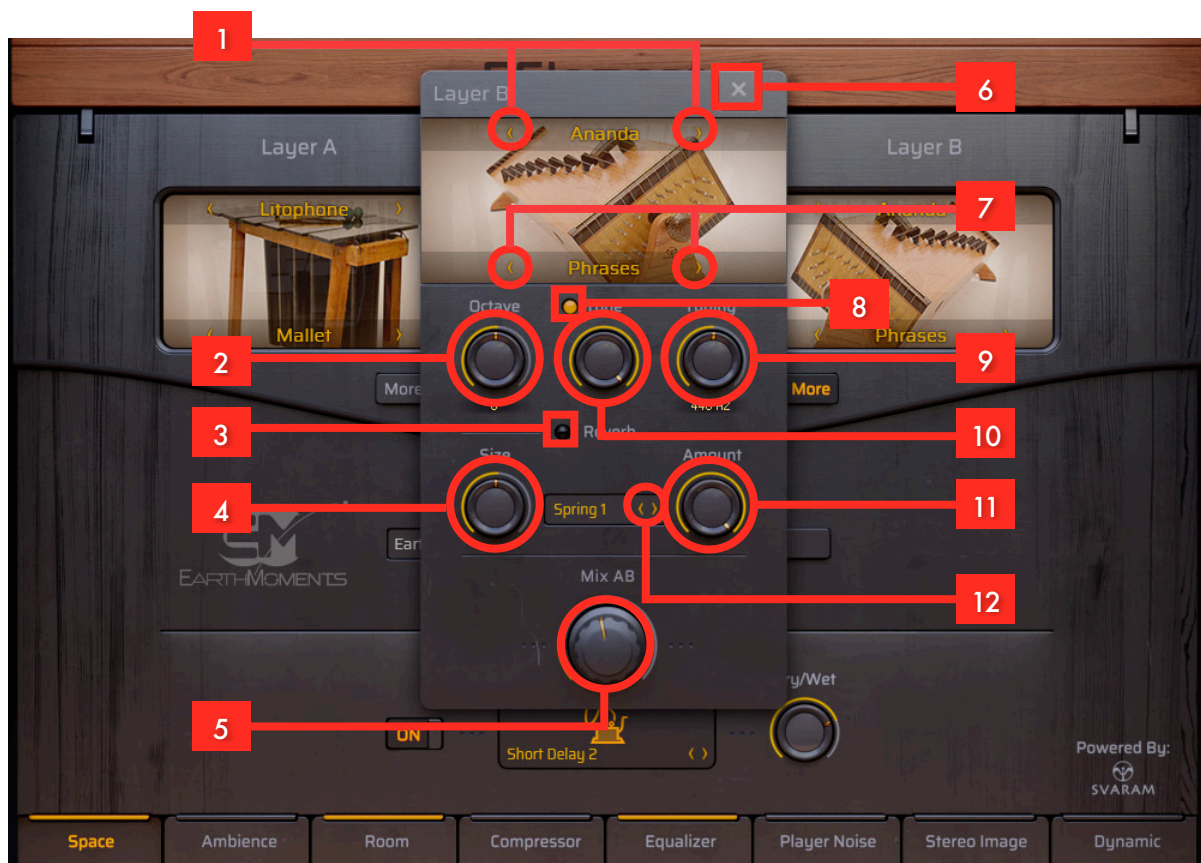
clockwise increases the volume level for layer A, Rotating the knob clockwise increases the volume level for layer B.

3. **Layer B / Main Instrument Group Selector** - Selects the main instrument that is applied to Layer B.
4. **Layer A / Sub-instrument Selector** - Selects the preset for the sub-instruments and expressions of Layer A.
5. **Layer A / More** - Selects the **More Pop-up** of Layer A.
6. **Binaural Beat / On Off** - Switches the drone playback of the **Binaural Beat** on or off.
7. **Binaural Beat / Selector** - Selects the preset of the **Binaural Beat** Drone.
8. **Binaural Beat / Level** - Adjusts the playback level of the **Binaural Beat** Drone.
9. **Layer A / Sub-instrument Selector** - Selects the preset for the sub-instruments and expressions of Layer A.
10. **Layer B / More** - Selects the **More Pop-up** of Layer B.
11. **Binaural Beat / Tuned** - Adjust the selected preset of the **Binaural Beat** Drone to the closest 440 Hz note.
12. **Advanced Options Section** - Select and navigate between the FX and options / Quick-view of triggered FX.

3.2. More Button Pop-up

Use the controls on the More Pop-up interface to shape 5Elements's individual layers tonal character and adjust parameters. The changes made on this page will only affect the selected layer (A or B).

You can create a custom setting for each one of the layers.



1. **Layer Main Instrument Group Selector** - Selects the main instrument that is applied to the selected layer. (Similar to the selector on the **Main Interface - 1,3**)
2. **Layer Octave** - The Octave controls can be used to transpose the layer's samples by octaves. The samples can be transposed up or down. The number shown below the knob represents the number of octave(s) transposed.
3. **Layer Reverb / On Off** - Switches the Reverb module on or off. This affects the selected layer only.
4. **Layer Reverb / Size** - Adjusts the virtual size of the chosen reverb type. Stretches or compresses the impulse response audio file. This creates the illusion of the room size changing.
5. **MIX AB** - Adjusts the volume level between the layers. Rotating the knob counter-

clockwise increases the volume level for layer A, Rotating the knob clockwise increases the volume level for layer B. (Similar to the knob on the **Main Interface - 2)**

6. **Close** - Closes the More pop-up interface window.
7. **Layer Sub-instrument Selector** - Selects the preset for the sub-instruments and expressions of the selected layer. (Similar to the selector on the **Main Interface - 4,9)**
8. **Layer Tone / On Off** - Switches the Tone module on or off. This affects the selected layer only.
9. **Layer Tuning** - Adjust the basic pitch of the selected layer samples within a value range from 436Hz to 444Hz. Default is set to the centre (440Hz).
10. **Layer Tone** - Changes the Tone/EQ settings for the selected layer. Setting the knob to the centre, the EQ is flat and will not affect the sound. Turning the knob clockwise applies more high frequencies and less lower frequencies. Turning the knob counter-clockwise applies more lower frequencies and less high frequencies.
11. **Layer Reverb / Amount** - Adjusts the Dry/Wet level of the reverb. This setting adjust the amount anywhere between no reverb to full reverb. This affects the selected layer only.
12. **Layer Reverb / Type Selector** - Selecting a type of Impulse Response* file that is applied to the selected layer. Select from a variety of reverb types: Spring 1-3, Studio 1-3, Hall 1-3, Plate 1-3.

* All Impulse Response files used in the Reverb module were sampled on location by our team of engineers in various studios and locations around world.

3.3. Space Tab (Main Interface)

With the Space tab, you can add reverb and delay FX to the master output of 5Elements. The Space section features an IRC Reverb, which is a convolution reverb based on the impulse response samples that were sampled and recorded by our sound design team, either on location in the villages or communities, or in various studios around the world.

There are different categories of impulse response samples:

- **Cave:** Sampled in three different caves located in the south of India.
- **General:** Sampled in various recording studios in Asia and Europe. The plates samples were recorded using a vintage reverberation stereo unit. The spring samples were recorded with an authentic hi-fidelity spring reverb unit.
- **Hall:** Sampled in various halls around south of India.
- **Special:** Experimental sounds and samples created by our team.
- **Vintage:** Sampled in the recording studio, using analog tape delays & vintage spring reverb units.



1. **Space / Tab Selector** - Selects the **Space** edit tab.
2. **Space / On Off (1)** - Switches the **Space** module on or off. This affects the master output of 5Elements.
3. **Space / On Off (2)** - Switches the **Space** module on or off. This affects the master output of 5Elements. (Similar to **Space / On Off (1)**).
4. **Space / Group Category Selector** - Selects between 5 categories of IRC Presets. The picture will change depending on the selected category.
5. **Space / Dry Wet** - Adjust the Dry/Wet level of the selected Space Preset. This setting adjust the amount anywhere between no reverb to full reverb.
6. **Space / Preset Selector** - Selects one of the presets for the selected effect in the Space / Group Category Selector.

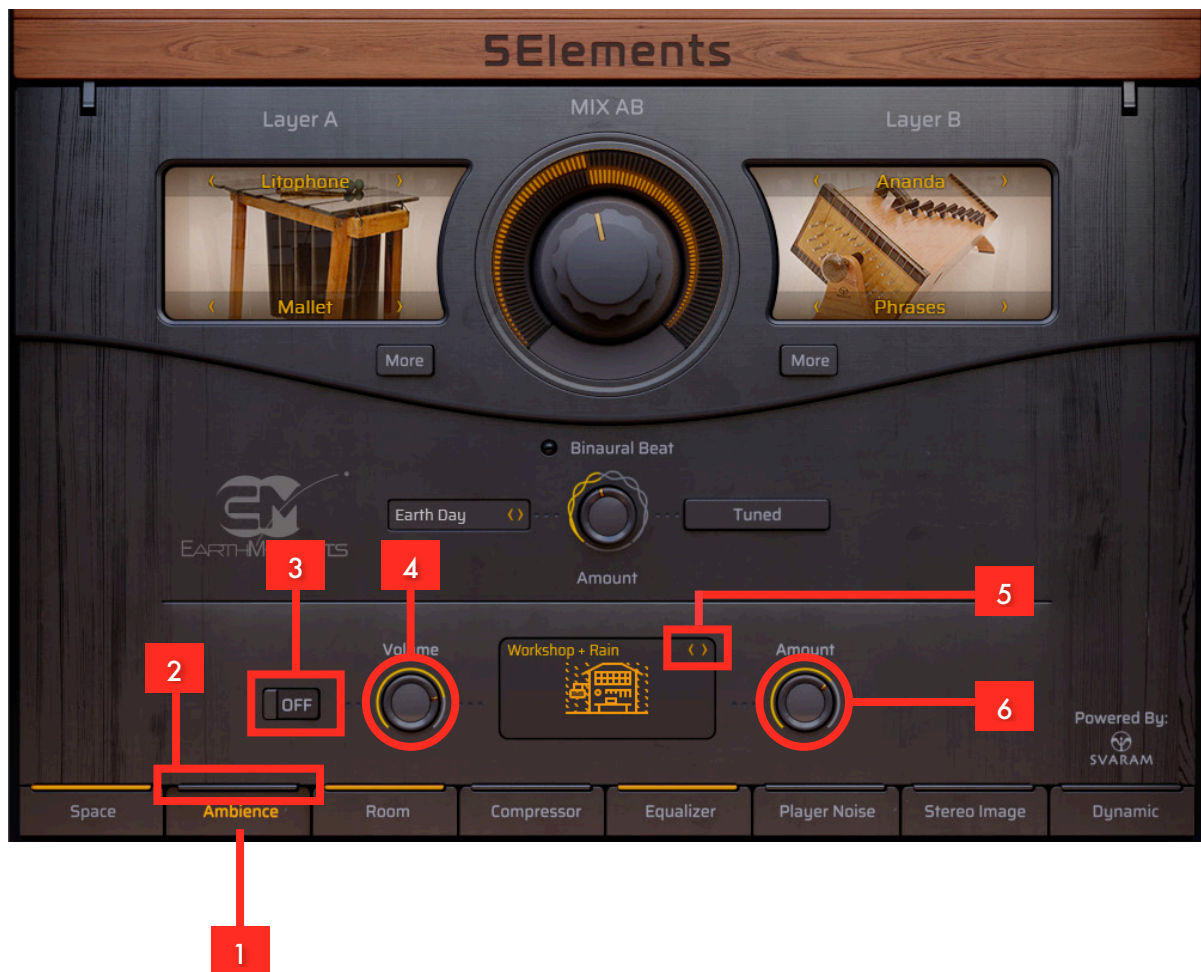
3.4. Ambience Tab (Main Interface)

The Ambience samples add a layer of field recordings, found sounds, and audio recordings from various places in South India to 5Elements. Using Ambience instantly provides the feel of natural environment to 5Elements.

We included five types of ambient noise:

- **Beach**
- **Forest**
- **Village**
- **Workshop**
- **Workshop + The Rain**

*All ambience sounds were recorded on location by our team of engineers.



1. **Ambience / Tab Selector** - Selects the **Ambience** edit tab.
2. **Ambience / On Off (1)** - Switches the **Ambience** module on or off. This affects the master output of 5Elements.

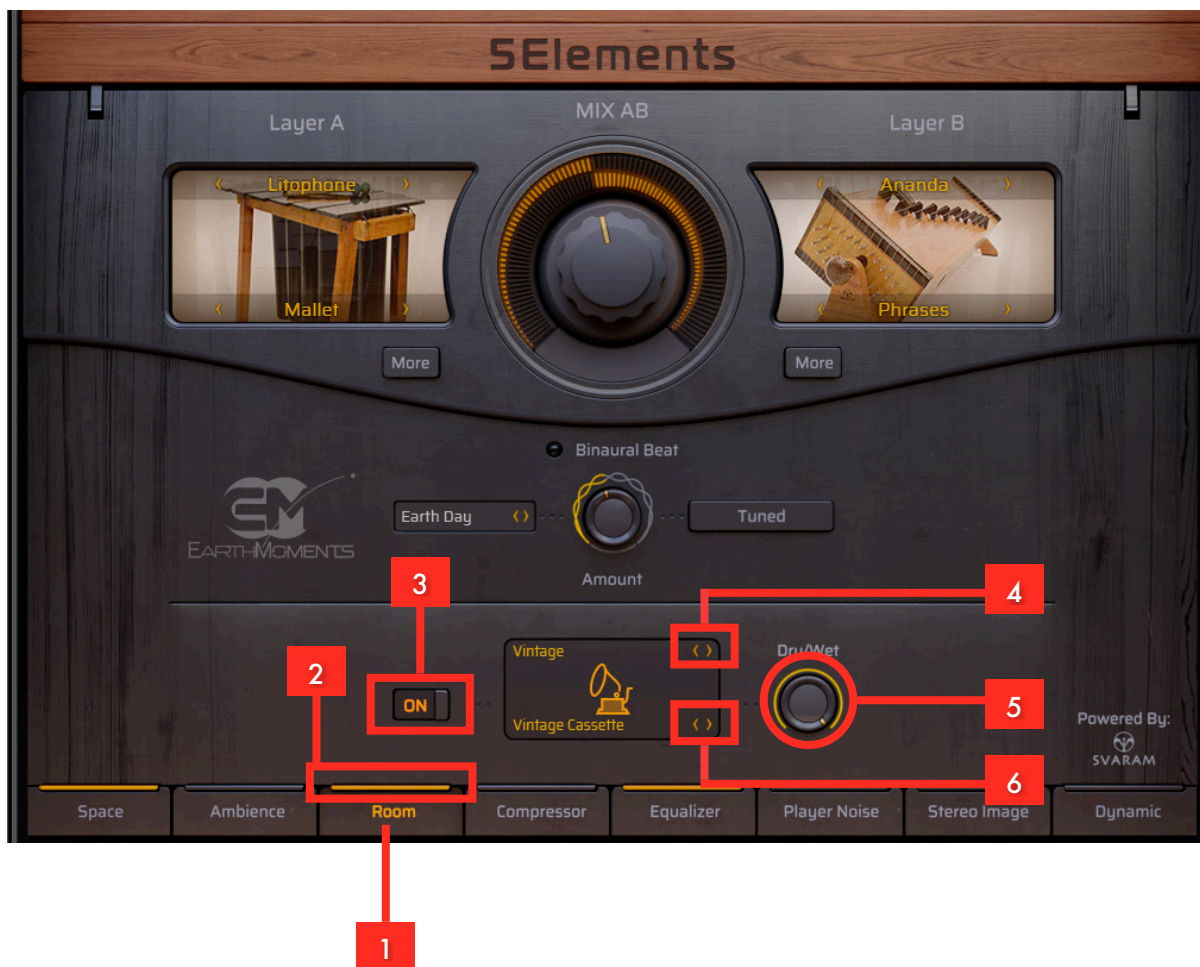
3. **Ambience / On Off (2)** - Switches the **Ambience** module on or off. This affects the master output of 5Elements. (Similar to **Ambience / On Off (1)**).
4. **Ambience / Volume** - Adjusts the playback level of the Ambience noise samples.
5. **Ambience / Type Selector** - Selects between 5 categories of Ambience categories. The picture will change depending on the selected category.
6. **Ambience / Amount** - Adjusts the intensity of the Ambience noise samples. Turning the knob clockwise causes the environment gets noisier and more events are happening.

3.5. Room Tab (Main Interface)

The Room tab authentically simulates the sound of a room/environment or pre-amp, allowing you to add different flavours and character to your sound. We encourage you to try the different settings of presets and with different instruments.

There are several types of room and pre-amp simulations:

- **Room:** Auditorium, Spiritual Cactus Room, Studio 1-2, Svaram Workshop 1-3, Temple, Workshop Backyard 1-2.
- **Vintage:** Vintage Preamp Mixer, Reel To Reel, Vintage Cassette.

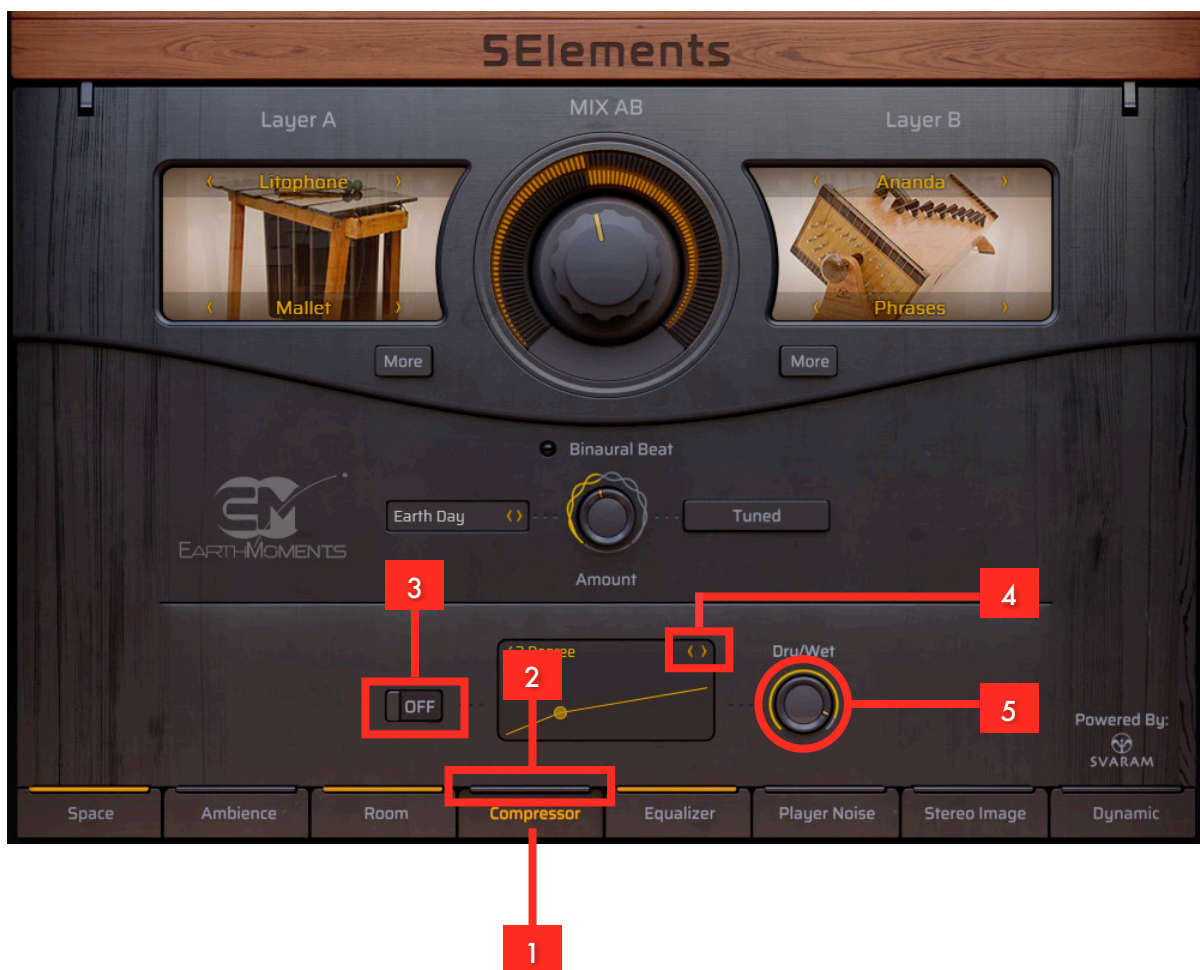


1. **Room / Tab Selector** - Selects the **Room** edit tab.
2. **Room / On Off (1)** - Switches the **Room** module on or off. This affects the master output of 5Elements.
3. **Room / On Off (2)** - Switches the **Room** module on or off. This affects the master output of 5Elements. (Similar to **Room / On Off (1)**).

4. **Room / Group Category Selector** - Selects between the categories of Room Presets. The image changes depending on the selected category.
5. **Room / Dry Wet** - The Dry/Wet determines the balance between the original and the processed signal. The range is from 0% (dry, unprocessed) to 100% (wet, processed signal only).
6. **Room / Preset Selector** - Selects the preset for the effect selected in the Room / Group Category Selector.

3.6. Compressor Tab (Main Interface)

A compressor, besides controlling the dynamic range, changes the sound envelope, thus the sound itself. The presets focus on creative sound design rather than just limiting the dynamic range.

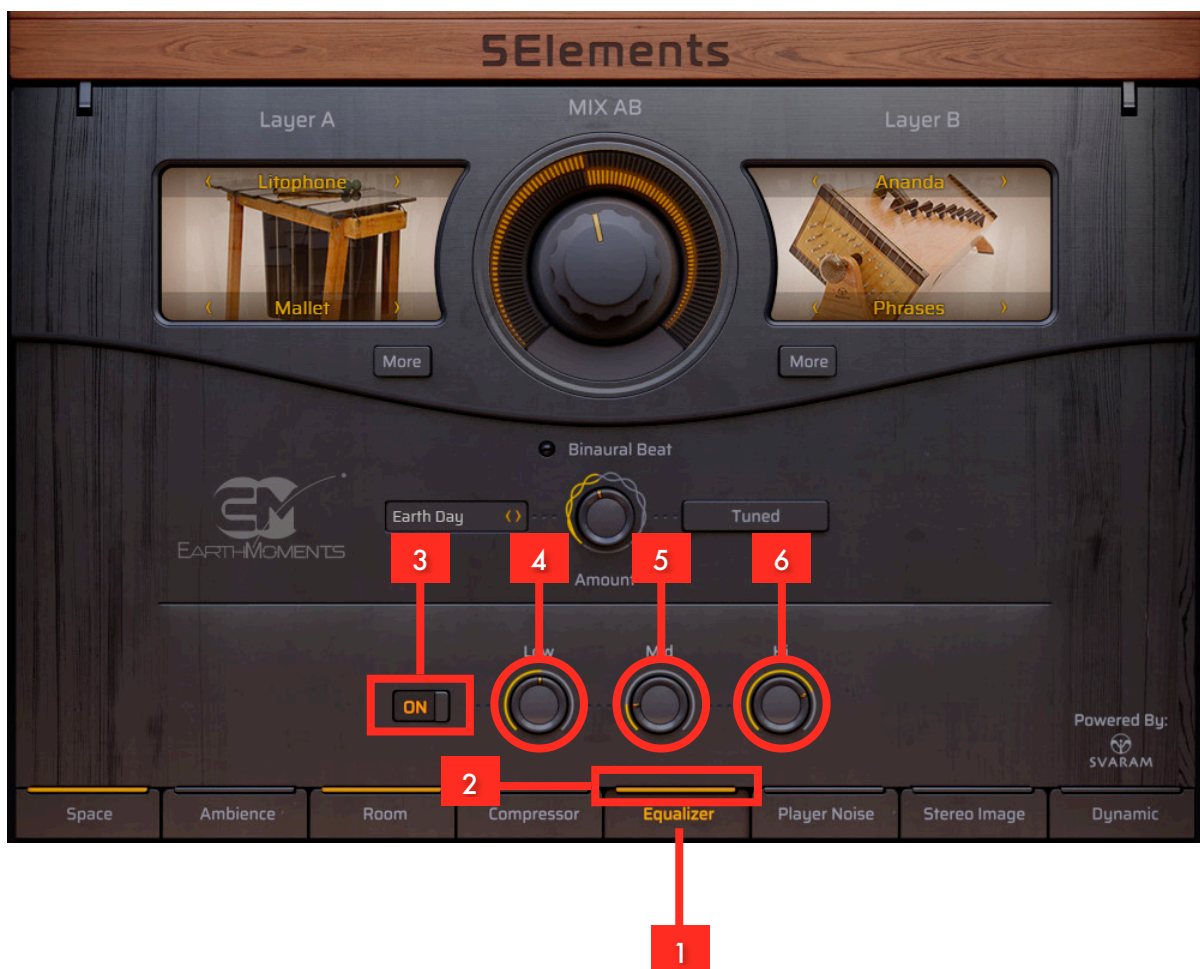


1. **Compressor / Tab Selector** - Selects the **Compressor** edit tab.

2. **Compressor / On Off (1)** - Switches the **Compressor** module on or off. This will affect master output of 5Elements.
3. **Compressor / On Off (2)** - Switches the **Compressor** module on or off. This will affect master output of 5Elements. (Similar to **Compressor / On Off (1)**).
4. **Compressor / Preset Selector** - Selects the compressor preset between 9 preset available. The picture will change depending on the selected preset.
5. **Compressor / Dry Wet** - The Dry/Wet determines the balance between the original and the processed signal. The range is from 0% (dry, unprocessed) to 100% (wet, processed signal only).

3.7. Equalizer Tab (Main Interface)

The built-in basic equalizer fine tunes the sound by emphasizing or attenuating frequency bands.

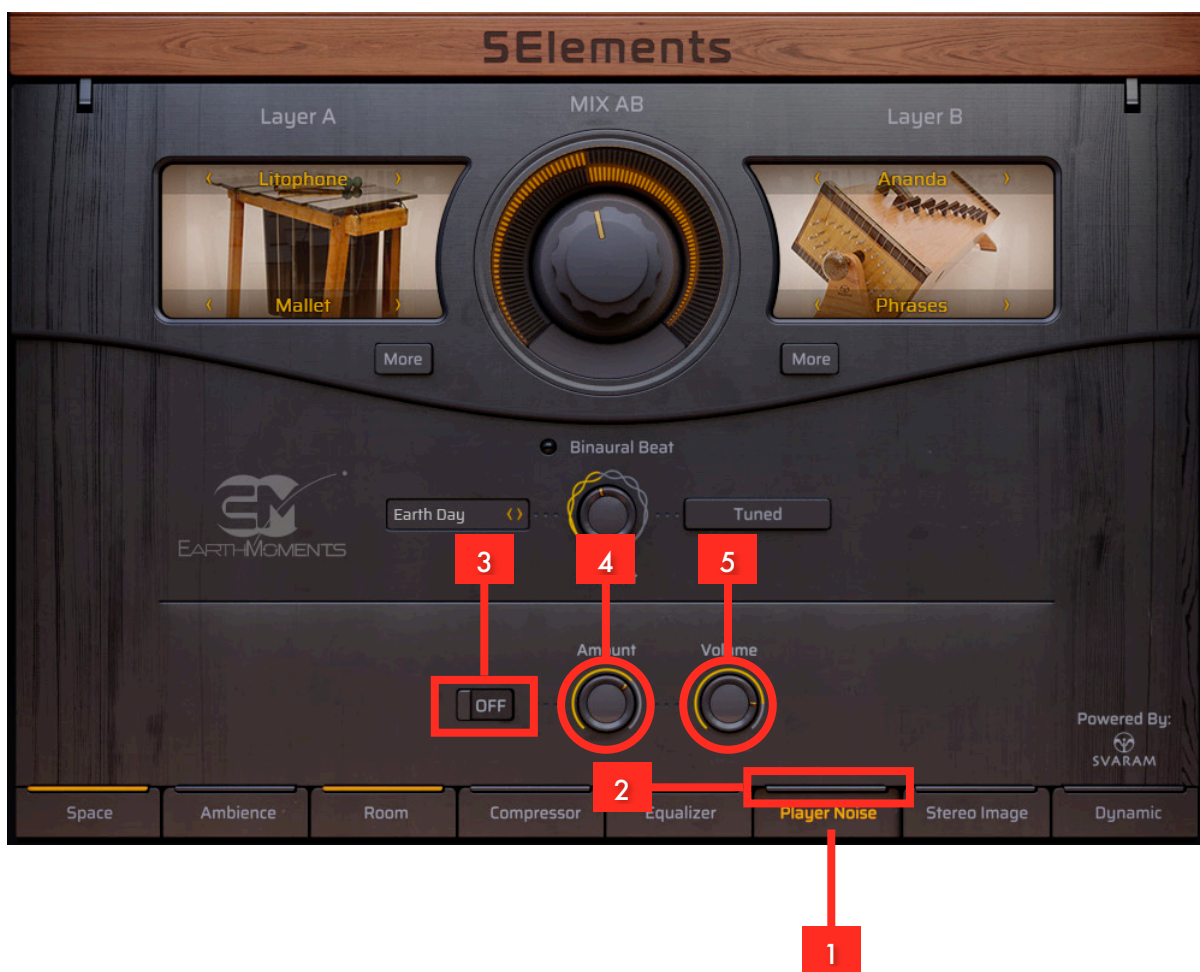


1. **Equalizer / Tab Selector** - Selects the **Equalizer** edit tab.

2. **Equalizer / On Off (1)** - Switches the **Equalizer** module on or off. This affects the master output of 5Elements.
3. **Equalizer / On Off (2)** - Switches the **Equalizer** module on or off. This affects the master output of 5Elements. (Similar to **Equalizer / On Off (1)**).
4. **Equalizer / Low** - Adjusts the level of the low frequency band.
5. **Equalizer / Mid** - Adjusts the level of the mid frequency band.
6. **Equalizer / Hi** - Adjusts the level of the hi frequency band.

3.8. Player Noise Tab (Main Interface)

Player Noise includes sounds that are created when the instrument is played, but not the notes themselves. Use Player Noise to further create a realistic live sound. Player Noise samples will only be triggered while notes are actually played (directly or by DAW/sequencer playback).

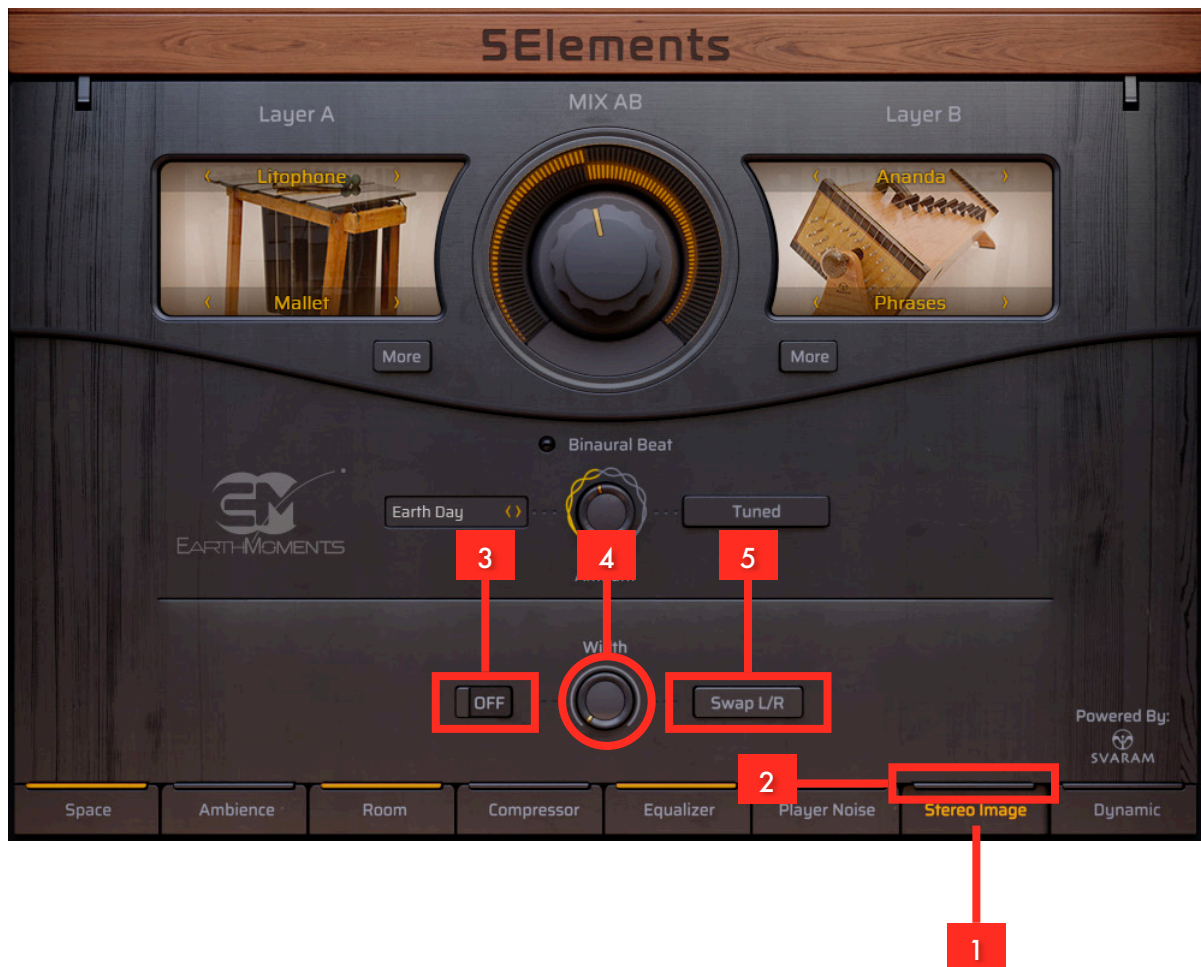


1. **Player Noise / Tab Selector** - Selects the **Player Noise** edit tab.

2. **Player Noise / On Off (1)** - Switches the **Player Noise** module on or off. This affects the master output of 5Elements.
3. **Player Noise / On Off (2)** - Switches the **Player Noise** module on or off. This affects the master output of 5Elements. (Similar to **Player Noise / On Off (1)**).
4. **Player Noise / Volume** - Adjusts the playback level of the Player Noise samples.
5. **Player Noise / Amount** - Adjusts the intensity of the Player Noise samples. The more you move the knob clockwise, the more the environment gets noisier with more events happening.

3.9. Stereo Image Tab (Main Interface)

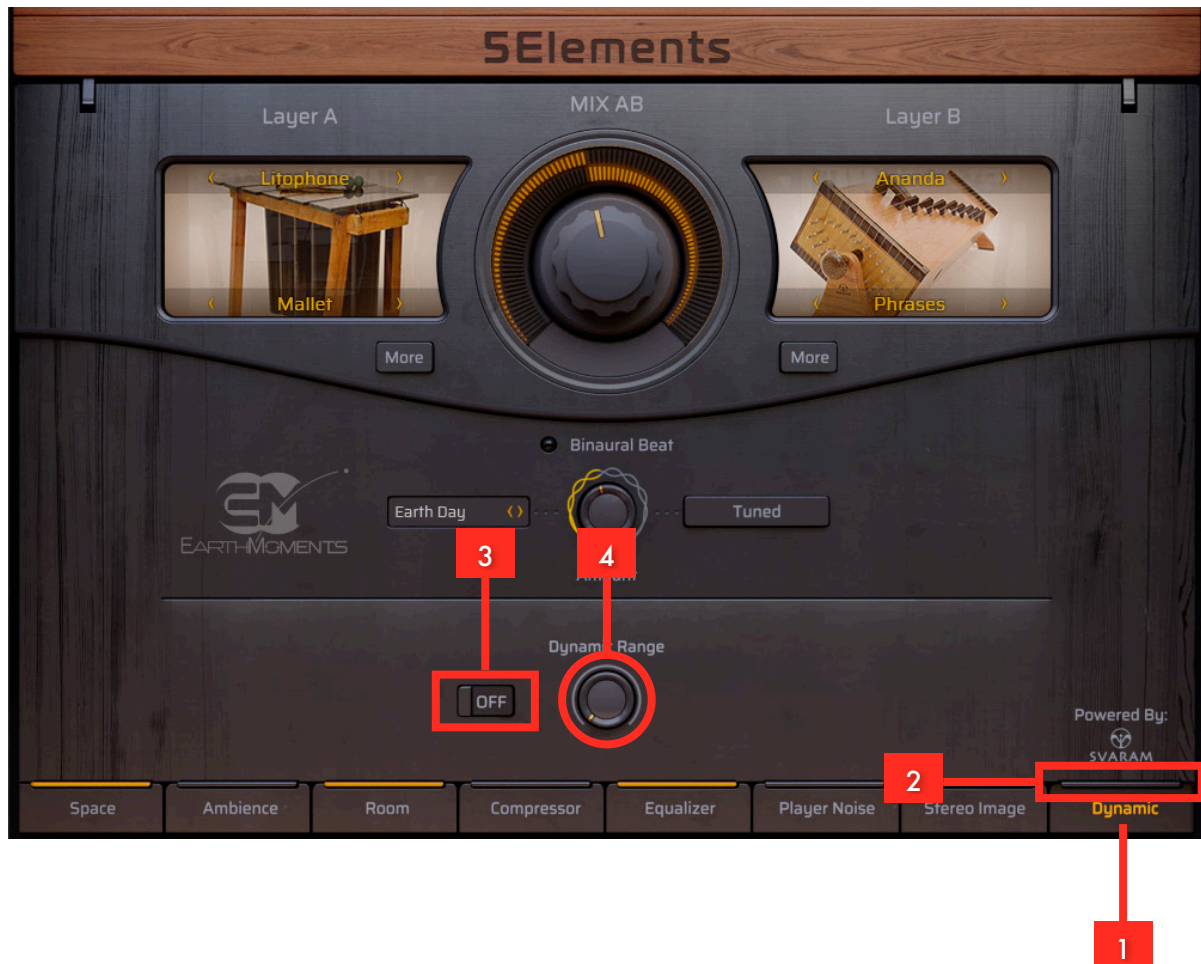
Stereo Image controls the stereo field the master signal.



1. **Stereo Image / Tab Selector** - Selects the **Stereo Image** edit tab.
2. **Stereo Image / On Off (1)** - Switches the **Stereo Image** module on or off. This affects the master output of 5Elements.
3. **Stereo Image / On Off (2)** - Switches the **Stereo Image** module on or off. This affects the master output of 5Elements. (Similar to **Stereo Image / On Off (1)**).
4. **Stereo Image / Width** - Use the knob to widen the stereo field. Turning the knob completely counter-clockwise has the stereo width of the original recording; turning the knob completely clockwise enhances stereo width to maximum amount.
5. **Stereo Image / Swap L/R** - Clicking the Swap button swaps the left and right channels.

3.10. Dynamic Tab (Main Interface)

Controls 5Elements's dynamic range by adjusting the volume while still using all velocity samples.



1. **Dynamic / Tab Selector** - Selects the **Dynamic** edit tab.
2. **Dynamic / On Off (1)** - Switches the **Dynamic** module on or off. This affects the master output of 5Elements.
3. **Dynamic / On Off (2)** - Switches the **Dynamic** module on or off. This affects the master output of 5Elements. (Similar to **Dynamic / On Off (1)**).
4. **Dynamic / Dynamic Range** - Adjusts the Velocity range of both layers, Turn counter-clockwise to compress, or turn clockwise to expand the dynamic range of 5Elements. The default setting is set to 75%.

4. Selecting Phrases and Key-Mapping

5Elements contains a wide selection of instruments with different key ranges. In the Kontakt instrument you can see the key range of each layer (A/B).

These colours are also displayed on a the KONTAKT virtual keyboard, as well as the KOMplete KONTROL keyboards (if you have loaded the instrument in the KOMplete KONTROL software). 5Elements adheres to the Native Instruments NKS standard.

4.1. Key Range



1. **Blue Selection / Both Layers** - Displays where the different key-range of the layers blend. Both Layers (A and B) are playable in this section.
2. **Green Selection / Layer A** - Displays the key-range that is playable only on **Layer A**. For example as you can see in the image above - Layer A range is shown by both colours **blue** and **green**.
3. **Turquoise Selection / Layer B** - Displays the key-range that is playable only on Layer B. For instance, as you can see in the image above - Layer B range is shown by both colours **blue** and **turquoise**.

4.2. Phrases Selector

5Elements's **Ananda** and **Healing Bed** instruments contains a 'Phrases' **sub-instrument**. These sub-instruments include pre-recorded phrases. Use the key switch to change between the phrases. The Phrases can be used individually or together.



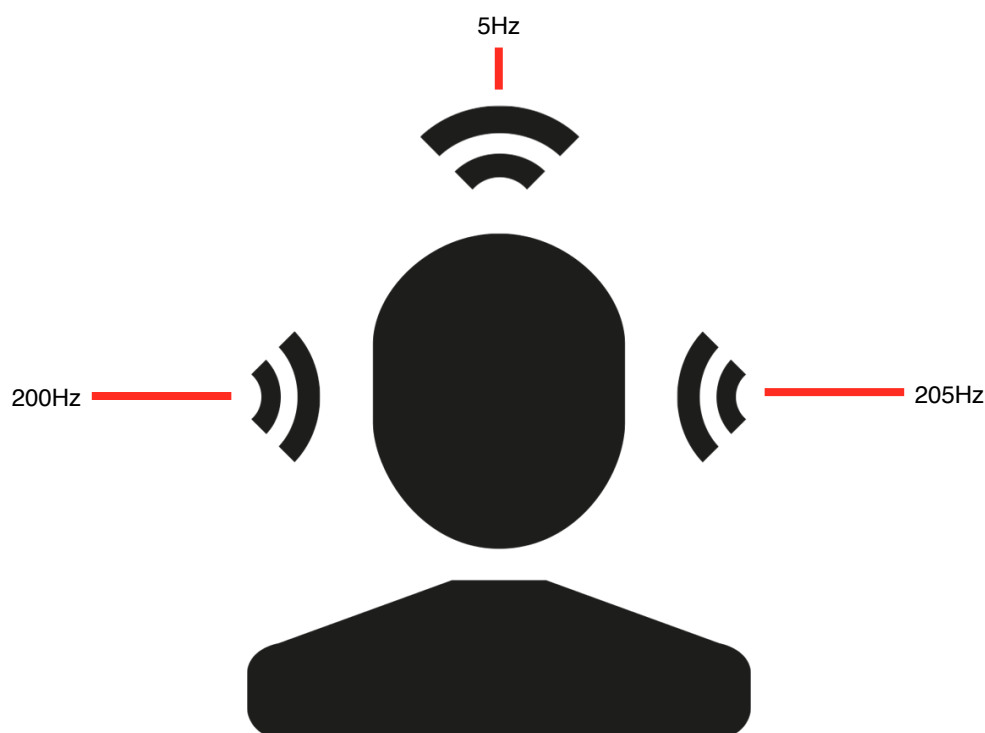
1. **Red / Key Switch** - Toggle between the different phrases using the keys marked in red. The keys work as an on/off buttons. One or more phrases can be used at the same time. The switch displays the phrases selected for both layers (A/B).

5. Properties

5.1. Binaural Beats and Cosmic Frequencies

In order to understand our unique binaural beats feature, some background is required. A binaural beat is the perceived frequency by the brain when two different frequencies are listened to: one in each ear (best using headphones or earbuds). The perceived frequency is the difference of the two frequencies.

For example, if frequencies 200 Hz and 205 Hz are listened to simultaneously by each ear, a frequency of 5 Hz is perceived.



Binaural Beats research shows that certain frequencies are also associated with specific brain activity.

We use six different categories of frequency patterns:

- **Epsilon pattern:** range of 0.1 - 0.5 Hz
- **Delta pattern:** range of 0.5 - 4 Hz associated with restorative deep (but not REM sleep).
- **Theta pattern:** range 4 - 7 Hz. Associated with meditation, creativity, and REM sleep (and dreaming).
- **Alpha pattern:** range 7 - 13 Hz. Associated with relaxation and calm states.
- **Beta pattern:** 13–30 Hz. Associated with mental acuity, activity and alertness (possibly increases anxiety).
- **Gamma pattern:** range 30 - 50 Hz Associated with persistent activity, problem solving and a sense of higher consciousness.

Sources: <https://www.healthline.com/health-news/your-brain-on-binaural-beats>
<https://www.binauralbeatsfreak.com/brainwave-entrainment/epsilon-waves-lambda-waves>

Binaural Beats with Cosmic Frequencies

The included drone sound of option of Binaural Beats is influenced by the traditional drone sounds in classical Indian music. Although Indian music employs a tamboura or a shruti box as a drone sound to support other instruments, we have introduced another concept of a drone sound created with Binaural Beats based on frequencies derived from planetary revolutions and rotations. In South India, many traditions are integrated with the movements and orbits of the earth, moon, planets and stars. We took existing cosmic octave frequencies relating to the planets and integrated them with binaural beats to create a unique enhance drone-like sound that can optionally be tuned to the 440 Hz standard.*

| Planetary Name (Setting) | Beat | Note | Freq A | Freq B | Perceived Tone | Notes |
|--------------------------|-------|------------------|-----------|------------|----------------|--|
| Earth Day | Beta | G -16.1 cent | 194.18 Hz | 208.18 Hz | 14 Hz | Alertness, focus, concentration |
| Earth Year | Delta | C# -31.4 cent | 136.10 Hz | 136.6 Hz | 0.5 Hz | Relaxation, soothing, balance, relaxing |
| Jupiter | Theta | F# -13.3 cent | 183.58 Hz | -177.58 Hz | 6 Hz | Creativity, building/construction, long term memory stimulus |
| Mars | Alpha | D -25.1 cent | 144.72 Hz | -137.22 Hz | 7.5 Hz | Will power, focus, creative energy, meditative |
| Mercury | Alpha | C# +33.2 cent | 141.27 Hz | -133.77 Hz | 10.5 Hz | Relaxation of body, consciousness, oneness |
| Moon | Delta | G# +22.9 cent | 210.42 Hz | 212.92 Hz | 2.5 Hz | Pain relief, relaxation, erogenous, reduced anxiety |
| Neptune | Theta | G# +31.3 cent | 211.44 Hz | -206.94 Hz | 4.5 Hz | Intuition, dream experience |

| Planetary Name (Setting) | Beat | Note | Freq A | Freq B | Perceived Tone | Notes |
|-----------------------------|---------|------------------|-----------|------------|-------------------|--|
| Equinox | Alpha | F -25.2 | 172.06 Hz | 182.2 Hz | 10 Hz | Facilitates learning, boosts mood, wellbeing |
| Pluto | Theta | C# +20.6 cent | 140.25 Hz | -133.95 Hz | 6.3 Hz | Connection with others, mental acuity, learning and retention, language enhancement |
| Saturn | Epsilon | D +11.9 cent | 147.85 Hz | -147.45 Hz | 0.4 Hz | Mentally accelerated, learning and increased memory retention, reduced irritability, high state of awareness |
| Sun | Alpha | B +38.1 cent | 126.22 Hz | 138.22 Hz | 12 Hz | Center, higher consciousness, meditative, inspirational, spiritual |
| Uranus | Delta | G# -2.5 cent | 207.36 Hz | -204.36 Hz | 2 Hz | Renewal, regeneration |
| Venus | Delta | A +9.6 cent | 221.23 Hz | -220.23 Hz | 1 Hz | Attachment, connection, harmony, wellbeing |

**Disclaimer: Do not listen to binaural beats while operating a motor vehicle or heavy equipment.*

6. About EarthMoments

We create exquisite samples of rare and exotic instruments, meticulously crafted into breathtaking instruments, cinematic content, sound libraries and loops, for use by creative musicians and in consumer products.

EarthMoments was founded to offer music producers unique collections of high quality samples and a space to explore unique sounds and signatures that sets the creative spirit free to cross borders, explore, and discover unique instruments and sounds of the world.

Our team of producers and engineers have decades of industry experience, and our musicians are internationally acclaimed and top quality professionals.

Our in-house studios carrying state-of-the-art analog and digital equipment combined with our passion for quality brings us to produce the best quality sounds.

EarthMoments is a producer of award-winning audio and visual productions that brings together traditional and contemporary music in unique, high quality productions.

Please visit our website: www.earthmoments.com



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