Sonuscore THE SCORE ELEMENTS



Sonuscore, a virtual instrument developer based in Mainz, Germany, today announces THE SCORE ELEMENTS, a free introduction to its cinematic story-based scoring family. With 13 expressive Stories covering a wide range of cinematic genres and 2 playable Cinematic Ensembles, it gives composers an immediate way to create emotional, story-driven music: load a Story, start playing, and shape the music in real time, with no setup in between.

Sonuscore already offers a free Elements tier for LUX Orchestral Strings, The Orchestra, Elysion and The Pulse. THE SCORE ELEMENTS adds the flagship scoring tool to that range, so composers who have never experienced a Story based workflow can now find out how it feels at no cost. The purpose of THE SCORE has always been to make composing simpler and faster, and the free version puts that concept in front of composers with a DAW and a few minutes to spare.

The same Engine and Story structure sit behind THE SCORE ESSENTIALS and THE SCORE. Everything a composer learns in THE SCORE ELEMENTS is the same in THE SCORE, so there is nothing to relearn if they move up.

What is Inside:

- 13 Stories: Complete solo and section lineup from solo horn to cimbasso, built for classic Hollywood scoring.

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- 2 Playable Cinematic Ensembles:For building your own arrangements part by part.
- 40+ Instruments And Sounds: Strings, brass, woodwinds, percussion, synths, guitars, keys, choir and world instruments, built directly into the Stories and Ensembles, so there are no patches to build before the music starts.
- 2 Keyswitch Variations: Switch between related arrangements of a Story from the keyboard, without leaving the performance.
- Mod Wheel Dynamics: One movement takes a cue from quiet to full weight, which keeps the performance in your hands.
- Playable And Editable Engine: Composers can tweak the included Stories and their individual parts, so a Story becomes a starting point for their own idea.

Sonuscore builds its tools around a single idea: remove the technical barriers between a composer and the music. THE SCORE ELEMENTS applies that idea to the cost of entry. “THE SCORE was built to get a composer from an idea to music as quickly as possible. THE SCORE ELEMENTS helps them to test the workflow without having to spend any money. With THE SCORE ELEMENTS, anyone can load a Story, play, and decide for themselves.”, says Tilman Sillescu, Co-Founder of Sonuscore and Lead Composer at Dynamedion.

THE SCORE ELEMENTS focuses entirely on the immediate, Story-based workflow, and the instruments are used within the included Stories and Ensembles rather than provided as individual NKIs. Composers who want more can move up to THE SCORE ESSENTIALS or THE SCORE, where features such as the Instrument Browser, single instrument NKIs, MIDI export, User Presets and Chord Studio sit in the wider Score family.

THE SCORE ELEMENTS is free to download from Sonuscore at the website below.

System Requirements:

- Works with the FREE KONTAKT PLAYER
- KONTAKT Version 8.13.1 or higher
- macOS 14,15 or 26 (latest update)
- Windows 10 or 11 (latest Service Pack)
- Intel Core i5, Apple silicon or equivalent CPU
- Be advised that some sessions of THE SCORE ELEMENTS need a fast CPU to run smoothly and require an Intel i7 processor or higher.
- Graphics hardware support for Direct 3D 11.1 (Feature Level 11_0) or higher
- 4GB RAM (more recommended)
- At least 91 GB of free hard disc space

www.sonuscore.com

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