



# PARALLEL B3K

# PARALLAX // CREDITS

## ORIGINAL SOUND DESIGN AND SAMPLE CONTENT:

Ivo Ivanov: [www.ivanovsound.com](http://www.ivanovsound.com)

Alex Retsis: <https://www.linkedin.com/in/alexretsis>

## GRAPHIC & MOTION DESIGN:

Georgios Kazakos: [mail@w-d-n-c.com](mailto:mail@w-d-n-c.com)

## ABOUT IVO IVANOV:

Ivo Ivanov is the Founder of Glitchmachines. Ivo is a seasoned Sound Designer, Electronic Musician and Educator with over 20 years of experience. He has worked with companies like Ableton, Native Instruments, Twisted Tools, SoundMorph, K-Devices and Inear Display and he has built custom circuit bent hardware instruments for artists like Otto Von Schirach, Justin Meldal-Johnsen and Richard Devine to name just a few.

## ABOUT ALEX RETSIS:

Alex Retsis is an accomplished musician, label owner and all around force to be reckoned with. His music can be heard in the form of Qebo, Emex and Videogame Orchestra and he has releases on labels like Detund, Basic Channel, Modular Expansion and many others. He is also a sound designer for Native Instruments and SoundMorph and co-runs electronic labels Modular Expansion & Anthropos-Mekhane.

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## SETUP:

Unpack the Parallax .zip file and place the entire folder in a location of your choosing, such as an internal or external hard drive in your system. The .wav samples can then be accessed by standard means, such as importing them directly from within your DAW or sampler.

## PARALLAX DESCRIPTION:

Parallax is a new sample pack by sound designers Ivo Ivanov and Alex Retsis, featuring over 1300 raw sound effects inspired by old school video games and vintage computer technology. Designed primarily with electronic musicians and sound designers in mind, Parallax is organized in various focused categories including CHIP, BENT, DATA, MODULAR, NOISEKIT, SFX and more. This highly specialized pack invites you to explore an action packed soundscape, bursting with rad digital oddities.

Parallax was designed with a plethora of unconventional tools including vintage video game chips, noise kits, modular synths, circuit-bent hardware instruments and custom computer apps. We have carefully left every sample completely raw, leaving it up to you how to further process and adapt these effects to your projects. Whether you are working on an electronic track that needs a lofi edge or designing an indie game, Parallax will deliver a dose of pure fun and sonic nostalgia.

## SAMPLE CONTENT OVERVIEW:

Parallax is split up into two main sections:

Samples by Ivo Ivanov - Labeled **PARALLAX\_IVANOV**

Samples by Alex Retsis - Labeled **PARALLAX\_RETSIS**

Each sound designer contributed a distinct collection of samples to the pack, carefully putting their own spin on the aesthetic theme as well as using their unique set of tools and equipment to achieve the most complimentary results.

### PARALLAX IVANOV BREAKDOWN:

**BENT:** an exhaustive collection of sfx from a variety of custom circuit bent instruments

**CHIP:** sfx from a variety of vintage video game consoles and chiptune plugins

**DATA:** a diverse series of sfx from a variety of bytebeat software apps and plugins

**MODULAR:** a diverse series of sfx from a variety of hardware modular synths

**NOISEKIT:** a diverse series of sfx from a hand-built hardware noise synth kit

### PARALLAX RETSIS BREAKDOWN:

**SFX\_SHORT:** short sfx from a variety of video game consoles and chiptune synths

**SFX\_MED:** medium sfx from a variety of video game consoles and chiptune synths

**SFX\_LONG:** long sfx from a variety of video game consoles and chiptune synths

**SFX\_BONUS:** various sfx inspired by vintage computers and video game consoles

Ivo Ivanov and Alex Retsis worked together closely on this project in order to compile a sample pack with as many interesting, useful and fun sound effects within the theme as possible. The designers focused on bringing you raw, unprocessed samples so that you can ultimately decide how they should be modified in order to best conform to your projects. The result is a comprehensive collection of sounds that will prove to be equally indispensable to electronic musicians and sound designers alike.

All files are presented in 24bit/44.1kHz .wav format, allowing you to easily load them into your favorite DAW or samplers. Use them as-is or try layering sounds from the various categories to come up with endless variations of your own. If you own Polygon or Cataract (or any other sampler), load up your favorite sounds and use the sampler's modulation and processing facilities to further customize the material to your liking. Experiment with your sampler's looping, trimming and time stretching facilities in order to sculpt the samples to the proper length, pitch and timing.

Thanks for purchasing Parallax!

Check out the rest of our products at: [www.glitchmachines.com](http://www.glitchmachines.com)