BIOMORPH

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SOUND DESIGN AND SAMPLE CONTENT:

Ivo Ivanov | www.ivanovsound.com

GRAPHIC DESIGN:

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AUDIO DEMOS:

Ivo Ivanov | Sound Design, Arrangement, Mix
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ABOUT IVO IVANOV: www.ivanovsound.com

Ivo Ivanov established Glitchmachines in 2005.

Ivo Ivanov is seasoned sound designer, educator and electronic musician with over 20 years of experience. He is best known for his vast creative contributions to Glitchmachines, where he is the Audio Director and Lead Sound Designer.

In addition to running Glitchmachines for over a decade, Ivo has also worked with numerous audio companies such as Ableton, SoundMorph, Twisted Tools, K-Devices, Soundsnap, Signal Space, Wide Blue Sound, Sample Anatomy, Inear Display, Plugin Boutique and Samplephonics.

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SETUP:

Unpack the Biomorph .zip file and place the entire folder in any 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.

We recommend that you store a backup of the original zip file in the event that you ever need to recover overwritten files, etc. Assuming you purchased this product, you can always contact us to request a new download: *sales@glitchmachines.com*

BIOMORPH DESCRIPTION:

Biomorph is a new sample library by sound designer Ivo Ivanov, featuring cutting-edge sound effects with an alien sci-fi aesthetic. You will find everything from hyper-stylized digital soundscapes, mutated organisms, granulated liquids, and twisted robotic vocalizations to sophisticated low frequency effects, morphing textures and otherworldly atmospheres that defy categorization.

This flexible library was specifically designed to be equally geared toward music production, game audio and multimedia applications. If your next project calls for the sounds of ancient extraterrestrial artifacts, eerie inter-dimensional entities, gritty biomechanical articulations or foreboding environmental effects, you will undoubtedly find this collection to be an indispensable resource.

Biomorph comes with 5GB of 24bit 96kHz .wav audio content which has been developed with some of the latest audio processing tools. We have carefully organized the content into categorical subfolders in order to ease navigation and accessibility. Biomorph also includes NI Kontakt sampler kits for instant access and playability.

The sounds in this collection were designed to be production-ready. It is important to note, however, that they can be further processed and layered to achieve an endless variety of sophisticated audio effects. Vast creative potential lies in the possibilities presented by layering sounds from the Organics and Synthetics groups.

SAMPLE CONTENT OVERVIEW:

The Biomorph sound library is comprised of three groups of sounds:

- **COMPOSITES**

- **ORGANICS**

- **SYNTHETICS**

The COMPOSITES group bears no shortage of dramatic material full of challenging emotional cues. This material can lead to inspiration and thought provoking creative results that will convey impact, velocity and depth in your sonic landscape. Treating these sounds with a sense of imagination will yield the most rewarding results.

Sounds in the ORGANICS group may have started as raw materials such as metal, stone, ice, earth, plastics, wood, vegetables, fruit, meat, or liquid but have all been carefully manipulated to give them stylized characteristics that offer interesting and unexpected new perspectives on their sonic fingerprint.

Everyday sounds you may hear in traffic, crowds, or at the subway, garden, park, or forest have been heavily processed to give them striking expressive qualities.
In the SYNTHETICS group, you will find digitally generated tones and atmospheres that perfectly underline the natural sounds in the collection. Here you will find colossal sub bass tones, eerie detuned atmospheric vocalizations, morphing textures, biomechanical malfunctions, alien interface effects, and much more.

In some cases, you will find families of sounds we call CLUSTERS. Members of a cluster all share the same name and aesthetic attributes, while each sound is unique and designed to emphasize different articulations or points of interest. The variations in these clusters can often make context sensitive scenarios easier to manage.

COMPOSITES:

Layered organic and synthetic elements resulting in dramatic hi-tech sound effects and soundscapes that defy categorization.

We have taken careful measures to ensure that the composite sounds are effective and production-ready, while still allowing the end user enough room for further post processing. This was achieved by using time based and dynamics processing as sparingly as possible. We find that this approach allows the end user to more accurately define how the samples should be adapted to a particular production, thus making them infinitely more flexible and useful.

The content in the COMPOSITES group is extremely difficult to describe, as it is comprised of a combination of multiple source sound families. We therefore recommend that you simply explore the samples to see what is on offer. Considering the aesthetic of these samples, even more so than the rest of this library, we feel that strict classification would only detract from encouraging the user to use their imagination.

ORGANICS:

A broad range of foley and field recordings that have been treated with numerous modern signal processing techniques.

We have carefully used just the right amount of processing on a diverse collection of freshly recorded natural sounds in order to give the material a unique, stylized aesthetic. These sounds have familiar undertones, but are presented in creative ways that suggest they belong to a sonic universe of unknown origins.

You will find that this group of sounds is the perfect counterpart to the material in the SYNTHETICS group, and we strongly encourage you to experiment with layering sounds from each group to achieve complex and highly rewarding results.

To simplify navigation, this group is broken into four subgroups:

- AURORA_GENE
- PLASMA_GENE
- QUANTUM_GENE
- ZENITH_GENE

SYNTHETICS:

A wide range of synthetic sound effects, designed with some of the latest software hybrid synthesizers.

We have deliberately left many of the sounds in this group unprocessed in order to give the user more control over how to adapt them to a production. We have also found that this allows them to "sit in a mix" much more effectively when layered with sounds from the ORGANICS group.

While the sounds in the SYNTHETICS group are certainly production-ready in their current state, it is important to point out the potential of manipulating them with post-processing in order to sculpt and polish them or even create entirely new content.

To simplify navigation, this group is broken into four subgroups:

- AURORA_CODE
- PLASMA_CODE
- QUANTUM_CODE
- ZENITH_CODE

Due to the abstract nature of the sounds in this collection, we recommend taking an exploratory approach to getting to know the contents of each folder. The subgroup names do not signify any specific information about the contents therein - their purpose is only to ease navigation by minimizing the quantity of samples per folder.

Thanks for purchasing Biomorph!

Check out the rest of our products at: www.glitchmachines.com