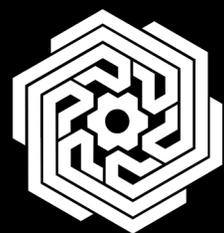


 GLITCHMACHINES®



# CHIMERA

# CHIMERA // CREDITS

## SOUND DESIGN AND SAMPLE CONTENT:

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

## PRODUCT GRAPHICS:

Valentin Rodriguez DMAS3

## AUDIO DEMO:

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

## RECORDING & FOLEY ASSISTANTS:

Henrik Thevissen	Caleb Fink	Brian Delizza	Simon Petkovic
------------------	------------	---------------	----------------

## VOICE ACTORS:

Henrik Thevissen	Caleb Fink	Ilia Ivanov	Bianca Ivanov
------------------	------------	-------------	---------------

## ABOUT US:

Glitchmachines was established in 2005 by sound designer and electronic musician Ivo Ivanov. For the first 5 years of our brand's existence, we were focused on building handcrafted circuit-bent hardware instruments. We sold a limited number of units through boutique synthesizer retailers Analogue Haven and Robotspeak in California and we custom made instruments for numerous high-profile artists and sound designers. In 2010, we shifted our focus toward creative software plugins and sound effects packs.

## **LEGAL:**

We need your support to be able to continue to bring you new products - please do not share our plugins and packs illegally. Piracy directly affects all of the creative people whom work hard to bring you new tools to work with!

For full Terms & Conditions, please refer to the EULA (End User License Agreement) located in the DOCS folder with this product or visit the Legal page on our website.

Glitchmachines ® [www.glitchmachines.com](http://www.glitchmachines.com)

## **SUPPORT:**

We recommend that you store a backup of the original zip file in the event that you ever need to recover overwritten files, etc. Our download links expire after 30 days for security reasons but you can always contact us to request a new download via email: [sales@glitchmachines.com](mailto:sales@glitchmachines.com)

If you require tech support, you may reach us at: [support@glitchmachines.com](mailto:support@glitchmachines.com)

## **SETUP:**

Unpack the Chimera .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.

## **CHIMERA DESCRIPTION:**

Chimera features 200 designed sound effects by Ivo Ivanov, inspired by demons, ghosts and creatures from the darkness. Chimera comes with 2.5 GB of 24bit 96kHz .wav audio content, which has been meticulously crafted to compliment modern music, game and multimedia productions in need of sophisticated, forward-thinking sound effects.

Comprised of some of our darkest and most disturbing material to date, Chimera is focused on a unique hybrid of psychological horror and technical monster sound effects. You will find demonic vocalizations, haunted atmospheres, mutated creatures, cursed ghosts and chilling supernatural drones that will wake the dead.

## **SAMPLE CONTENT OVERVIEW:**

Chimera is comprised of a staggering amount of brand new field recordings, all of which have been masterfully edited, combined and processed to bring you some of the most vivid and disturbing special effects we have ever released.

We recorded countless sessions of aggressive material such as stone and metal impacts, fire bursts, electric arcs, low frequency air drones, land and air vehicles, bowed and scraped metals, unusual crowd chatter and animal sounds, ghostly atmospheres and strange ambiences to name a few.

After capturing all of the above content, we've used a broad selection of sophisticated audio processing tools to manipulate the recordings in various ways in order to properly stylize the sounds to fit into various electronic genres and production scenarios.

The Chimera sample pack is comprised of 3 groups of sounds:

### **CATACOMB:**

Ghostly and demonic gestures and composite effects.

### **OMEN:**

Vivid drones, long textures and atmospheres.

### **PARASITE:**

Disturbing and sinister composite effects.

While all of the sounds in this pack have been designed to be production ready, we always recommend experimentation with further processing by means of a variety of other sample manipulation tools such as [Polygon](#) or [Cataract](#). Importing our sounds into one of these tools will allow you to generate a vast variety of fresh material.

If you are interested in obtaining some of the raw source recordings used for these designs, please check out our field and foley sample libraries [Dialect](#) and [Idiom](#).

Thanks for purchasing Chimera!

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