

 GLITCHMACHINES®



PERFORMANCE

FRAGMENT // CREDITS

SOUND DESIGN AND SAMPLE CONTENT:

Ivo Ivanov : www.ivanovsound.com

PRODUCT GRAPHICS:

Valentin Rodriguez DMAS3

AUDIO DEMO:

Ivo Ivanov : www.ivanovsound.com

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.

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SUPPORT:

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

If you require tech support, you may reach us at: support@glitchmachines.com

SETUP:

Unpack the Fragment .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.

FRAGMENT DESCRIPTION:

Fragment features 300 designed glitch sound effects by Ivo Ivanov, featuring recordings of an exclusive collection of custom circuit bent hardware instruments hand-built by Ivo himself over the course of 5 years. Fragment comes with 850 MB of high quality 24bit 96kHz .wav audio content, which has been crafted to retain the subtle nuances and compelling sonic characteristics of the original instruments.

The lo-fi character of this sample pack is suitable for any project in need of mind-bending and aggressive electronic material. The samples were all skillfully layered and processed to vastly broaden the sonic range typically associated with circuit bent sounds. This sample collection bears no shortage of genuine glitch articulations and composite malfunction effects with a truly unique sonic signature.

SAMPLE CONTENT OVERVIEW:

The Fragment sample pack is comprised of 6 groups of 50 sounds.

Due to the abstract nature of these sound effects, we chose to give them arbitrary, stylized names. While this compliments the glitchy character of the sample pack, it could initially be somewhat daunting to coordinate the exact location of a particular sound of interest. We feel that this has been well balanced by breaking the sounds up into groups of 50.

This way, it becomes easier to maintain a mental map of the location of the sounds according to the group within which they reside. Moreover, this approach invites you to take a more exploratory and auditory approach to working with the sounds, instead of compartmentalizing them visually or in traditional terms.

The entire Fragment sample pack started with raw recordings of circuit bent hardware instruments hand built by sound designer Ivo Ivanov. Ivo then edited countless hours of recordings in order to focus on the most interesting and diverse articulations the instruments had to offer. Once edited, the sounds were composited, and in some cases processed, to give them a unique sonic signature.

The following is a list of the instruments recorded for this sample pack:

Sit & Listen	Rogue Calculator	Rhythm Center
Logic Bomb	Ping Wheel	Pixel Crusher Omega
Talking Wizard Plus	Chance Station	Avid Reader
Syntax Cataract	Pixel Crusher XT	Substitute Teacher

Circuit bent sounds, while difficult to classify, can be aggressive, nostalgic, psychedelic and even absurd. Their broad range makes them suitable for a variety of creative situations, ranging from subtle to extreme.

The flexibility of these sounds is especially valuable in electronic music production, where they can be easily adapted to a wide variety of genres and sound design techniques.

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 sample library, [Parallax](#).

Thanks for purchasing Fragment!

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