

## DIALECT | CREDITS

### SOUND DESIGN AND SAMPLE CONTENT:

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

### GRAPHIC DESIGN:

Ben Hook - <https://www.facebook.com/0antireal/>

### AUDIO DEMO:

Ivo Ivanov | Sound Design, Arrangement, Mix

### ABOUT IVO IVANOV:

Ivo Ivanov established Glitchmachines in 2005.

Ivo Ivanov is a seasoned sound designer and electronic musician with over 20 years of experience. He is best known for his vast creative contributions to Glitchmachines, where he is the Founder, Creative 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, Native Instruments, Tiptop Audio, SoundMorph, Twisted Tools, K-Devices, Soundsnap, Plugin Boutique and Signal Space.

### LEGAL:

\\ We need your support to be able to continue to bring you new products - please do not share this software illegally! \\

For full Terms & Conditions, please refer to the EULA (End User License Agreement) located in the DOCS folder with this product.

For Multi-User Site License terms and pricing, please [contact us](#).

Glitchmachines® | Minneapolis | USA

*\*\*\*Any use of third party brand names in this product is strictly for descriptive purposes - we do not have any direct affiliation with these brands and all copyrights and trademarks are the soul property of their respective owners.*

## SUPPORT:

Links expire after 30 days for security reasons but you can always contact us to request a new download from via email: [sales@glitchmachines.com](mailto:sales@glitchmachines.com)

If you experience unusual behavior such as errors when unarchiving the Idiom .zip files on a Windows computer, do not be alarmed. Programs like WinRAR are notoriously picky when it comes to Mac archives. We recommend the 7zip (free @ [www.7-zip.org](http://www.7-zip.org)) for a much smoother experience when extracting archives.

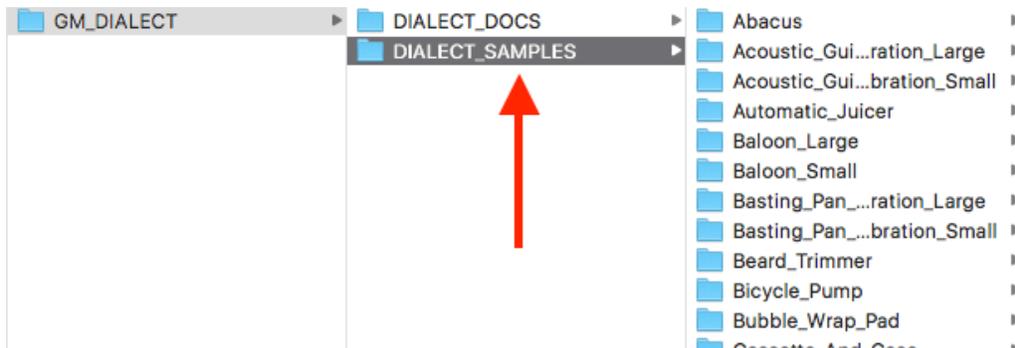
If you require tech support, you may reach us at: [support@glitchmachines.com](mailto:support@glitchmachines.com)

## SETUP:

Due to this pack's significant size, it has been split up into 4 separate folders which you will need to download individually. You will then need to consolidate all of the sample folders manually, into the samples folder contained in the main parent folder labeled:

### GM\_DIALECT

Ultimately, you should wind up with the file structure illustrated in the below screenshot (shown on Mac but will be the same on Windows):



Note that the first zip file you download (PART\_1) will already contain the proper file structure, including the Docs folder where the User Guide is located (as shown in screenshots) as well as some of the categorical folders with their associated samples.

The contents of zip files 2-4 simply need to be placed in the DIALECT\_SAMPLES folder as shown above.

Once the folders in the pack are organized correctly, the .wav files can be accessed by standard means, such as importing them directly from within your DAW or sampler.

## **DIALECT DESCRIPTION:**

Dialect is the second installment in a new series of sample libraries by sound designer Ivo Ivanov, featuring raw and unprocessed natural recordings. Like Idiom, Dialect was created specifically with sound designers and electronic musicians in mind and offers hundreds of compelling ingredients that have been expertly activated, captured and edited to bring you this exclusive collection of sonic building blocks.

Dialect's epic scale yields a massive auditory playground for users of creative audio manipulation tools. The raw, natural sounds in this library are begging to be stretched, pitched, granulated, looped, layered and otherwise processed by your favorite audio contortion devices. Geared toward software & hardware users alike, Dialect is a powerful resource that will inspire you to reach the outer edges of your imagination.

Over the span of 18 months, Ivo harvested an extensive collection of brand new Foley recordings from a broad range of objects. This library is the culmination of dozens of recording sessions, presented in a comprehensive 3.2GB pack consisting of 18 categorical folders organized by subject, totaling 3,863 24bit 96kHz samples. Dialect delivers a rich collection of idiosyncratic assets that will empower sound designers and musicians to create more imaginative sounds.

As with all of the libraries in this series, Dialect is a metaphor for sound as a complex vibrational language. Each sound in nature has its own structure, fluctuation, motion, depth, flow, rhythm, articulation, cadence, tone, expression and texture. Due to this inherent natural complexity, processed organic sounds will yield more nuanced, articulate and quirky results than synthetic sounds can on their own. Equally balanced in quality, quantity and character, Dialect thrives on the stranger things.

## PRODUCTION NOTES FROM IVO IVANOV:

For this library, I wanted to gather as much material as possible in the allotted timeframe of 18 months, so I spent a lot of time recording a diverse range of subjects on a fairly regular basis. I strictly used my professional field recorder and shotgun microphones throughout all of the studio sessions, ensuring the lowest possible noise floor, greatest consistency and highest audio quality.

For Dialect, I wanted to organize things a bit differently than I did for Idiom. By organizing and labeling all of the assets by subject, I feel that professional sound designers will have a more useful overview of the content. Post production-oriented sound designers in particular, whom tend to work with such assets in a relatively literal sense, should find that this makes the library easier and faster to navigate.

Musicians will also find this approach inviting, because each subject and corresponding folder can be thought of as a sort of ‘treasure trove’ of sounds. From that perspective, it’s important not to think of the sounds too literally, but to explore the contents with a creative ear, always thinking about how you can use the tones and textures to create something fresh of your own.

While the sounds are certainly meant to be used ‘as-is’ in certain applications, it’s important to remember that they are also very much meant to be processed and further edited, where applicable. For example, simple processes like filtering or pitching down by 1-2 octaves can often bring out mind-bending qualities in these sounds and completely transform them into something new. Granular processors and any other modern samplers and signal processing tools are going to pair up extremely well with this library.

In my sound design lectures, I always used the analogy of a cook or an architect; think of these assets as sound design “ingredients” or “sonic building blocks”, with which you can cook up or construct something totally unique. Layer them up, stretch them beyond recognition, loop them to build abstract rhythmic structures, chop them up into intricate particles, and generally let your creativity run free. With a little effort and imagination, I hope that electronic musicians and abstract sound designers will find this library to be an indispensable tool that they will use to create previously unimagined results.

Be sure to dig through the folders in detail, because there are lots of different articulations that change the feel of the subject dramatically. I have even added some incidental sounds that occurred serendipitously in between takes, if I felt they could be useful or generally interesting to include.

I’m very pleased with the outcome of this project, and I believe it will prove to be a really broad and useful tool for any type of sound designer in need of compelling source material. I hope that these assets will keep you busy and inspire you to create amazing sounds for years to come!

## SAMPLE CONTENT OVERVIEW:

Abacus	71	Acoustic_Guitar_Vibration_Large	34
Acoustic_Guitar_Vibration_Small	34	Automatic_Juicer	26
Baloon_Large	36	Baloon_Small	60
Basting_Pan_Vibration_Large	54	Basting_Pan_Vibration_Small	47
Beard_Trimmer	80	Bicycle_Pump	53
Bubble_Wrap_Pad	19	Cassette_And_Case	44
Cassette_Tape_Deck	32	Chow_Mein_Noodle_Pack	39
Coffee_Grinder	37	Coins_Inside_Dryer	5
Colander_Rubber_Mallet	28	Comb	19
Crunchy_Rice_Rolls_Crushed_By_Weights	11	Dryer_Door_Open_Close	16
Dryer_Exhaust_Tube_Vibration_Large	24	Dryer_Rubber_Mallet	19
Duct_Tape	74	Eyeglasses_Case_Open_Close	39
Frying_Pan	50	Glass_Stones	26
Hand_Cranked_Vintage_Russian_Flashlight	22	Hand_Mixer_Kitchen_Appliance	74
Immersion_Blender_Dry	45	Juice_Blender_Dry	56
Kitchen_Stove_Vibration_Small	29	Marbles_In_Colander	36
Marbles_Inside_Colander_Under_Metal_Bowl	37	Marbles_Inside_Drinking_Glass	65
Marbles_Inside_Plastic_Cup	63	Marbles_Inside_Small_Plastic_Cooler	81
Marbles_Inside_Thermos	44	Marbles_On_Cooking_Tray	49
Matches_Strike_Anywhere	20	Mattress_Inflator	24
Metal_Bird_Ornament_Vibration_Small	11	Metal_Cage_Door_Ratchet	43
Metal_Cooking_Pan_Rubber_Mallet	60	Metal_Cooking_Pan_Vibration_Small	16
Metal_Food_Container_Vibration_Large	40	Metal_Lamp_Shade	47
Metal_Lunchbox_Vibration_Small	23	Metal_Music_Box_Clicks	35
Metal_Tin	118	Metal_Tin_Vibration_Large	19
Metal_Tin_Vibration_Small	8	Motorized_Toy_Bug_Robot	28
Motorized_Toy_Race_Track	18	Motorized_Toy_Scarab_In_Plastic_Watering_Can	45

Motorized_Toy_Vintage_Plastic	15	Music_Stand_Dragged_On_Concrete	34
Music_Stand_Rubber_Mallet	44	Needle_Frame_Vibration_Large	23
Packing_Tape	37	Painters_Tape	145
Paper_Shredder_Small	37	Pasta_Ribbons_Bag	12
Pebbles_In_Plastic_Container	35	Pebbles_On_Desktop	25
Pencils	36	Pin_Frame	51
Plastic_Bag_Small	34	Plastic_Box_Small	74
Plastic_Dreidel	31	Plastic_Lid_Vibration_Small	18
Plastic_Straws	31	Plastic_Windup_Cockroach_Toy	33
Popping_Candy	7	Power_Juicer_Dry	9
Push_Pins_On_Desktop	6	PVC_Pipe_Vibration_Large	29
Ratchet_Tool_Propelled_By_Drill	50	Ratchet_Tool_Turns	50
Rubber_Ball_Bouncing	18	Shoebox_Vibration_Large	17
Shoebox_Vibration_Small	70	Skill_Saw	24
Steam_Vacuum_Dry	6	Tape_Measure	14
Tennis_Racquet_Knee_Impacts	24	Tennis_Racquet_Plastic_Rolling_Toy_Ratchets	70
Thermos_With_Liquid	172	Thermos_With_Liquid_Rubber_Mallet	64
Vacuum_Cleaner_Large	17	Vacuum_Cleaner_Small	9
Velcro_Crunches	43	Walkie_Talkie_Toy	50
Walkie_Talkie_Toys_Feedback	66	Washing_Machine_Door_Open_Close	7
Washing_Machine_Rubber_Mallet	15	Windup_Robot_Toy_A	37
Windup_Robot_Toy_B	17	Wood_Board_Breaks_And_Impacts	41
Wooden_Staircase_Toy	52	Wooden_Treasure_Music_Box_Small	31

*Thanks for purchasing Dialect!*

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