

ORIGINAL RECORDINGS AND SAMPLE CONTENT:

Ivo Ivanov | www.ivanovsound.com

GRAPHIC DESIGN:

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ABOUT IVO IVANOV: www.ivanovsound.com

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.

RECORDING & FOLEY ASSISTANTS:

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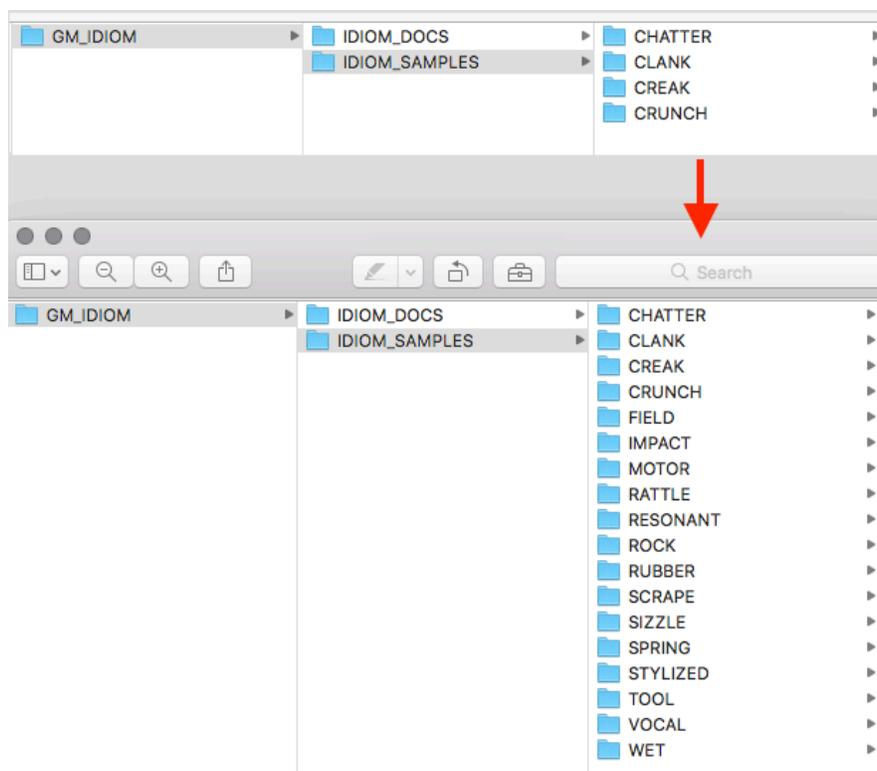
SETUP:

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 consolidate all of the sample folders manually, into the samples folder contained in the main parent folder labeled: **GM_IDIOM**

Once the 4 individual folders have been downloaded to your computer, unzip each folder and then proceed to place the contents into the **IDIOM_SAMPLES** folder.

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 will already contain the proper file structure, including the Docs folder where the User Guide is located (shown at top of screenshot).

From here, simply drag the contents of the remaining zip folders into the **IDIOM_SAMPLES** folder in order to populate it with all the content as shown in the above screenshot.

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.

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

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) for a much smoother experience when extracting archives.

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

IDIOM DESCRIPTION:

Idiom is a new sample pack by sound designer Ivo Ivanov, featuring over 2,100 unprocessed organic sounds. Idiom was designed primarily with electronic music production in mind, stepping in as a critical tool for the modern musician in need of organic recordings known to be notoriously challenging and laborious to capture. Musicians can now enjoy the same diverse sonic palette that post production and game audio engineers have used to create their most memorable material.

Idiom's epic scale yields the ultimate sonic playground for Polygon and Cataract users. The raw, natural sounds in this pack are begging to be mangled, stretched, pitched, layered and processed. Granulate the sounds into intricate particles or shift and layer them to design mind-blowing composite sound effects. Load them into your favorite sampler or DAW and embrace a vast resource of sonic building blocks that will empower you to reach the outer edges of your imagination.

Over the span of 36 months, Ivo captured a staggering collection of unique recordings from a broad range of locations and objects. The culmination of years worth of work, presented in a comprehensive 2.2GB pack comprised of 18 categorical folders containing a total of over 2,163 24bit 96kHz samples. Not one to dwell on tradition, Ivo focused on the weirder side of the natural sonic landscape and harvested a nuanced collection of vivid material full of desirable imperfections and thought-provoking flaws. Equally balanced in quality, quantity and character, Idiom thrives on the eccentric and edgy.

Great sound effects need great building blocks and Idiom delivers a rich collection of assets that will empower musicians to create more visceral and imaginative sounds. Each sound in nature has its own structure, fluctuation, motion, depth, flow, rhythm, articulation, cadence, tone, expression and texture. Due to this natural complexity, processed organic sounds will yield much more nuanced, detailed and vivid results than synthetic sounds can produce on their own. Spawn alien worlds, forge seismic impacts or devise foreboding radioactive atmospheres. Every frequency is an entity. Every sound is an Idiom.

SAMPLE CONTENT OVERVIEW:

It's important to approach these sounds with a creative ear, thinking of them as textures and colors, rather than seeing them more literally. The categorizations were determined with this in mind, designating sounds to categories that make sense from an artistic and musical standpoint.

The Idiom sample pack is comprised of 18 groups of sounds:

- **CHATTER:** Odd artifacts and sounds picked up in-between takes
- **CLANK:** Various types of metallic sounds
- **CREAK:** Various types of creaking sounds
- **CRUNCH:** Various types of crunchy sounds
- **FIELD:** Various atmospheres and field recordings
- **IMPACT:** Various impact sounds
- **MOTOR:** Various motor sounds
- **RATTLE:** Various rattling sounds
- **RESONANT:** Various resonating sounds
- **ROCK:** Various rock sounds
- **RUBBER:** Various rubber sounds
- **SCRAPE:** Various scraping sounds
- **SIZZLE:** Various sizzling sounds
- **SPRING:** Various spring sounds
- **STYLIZED:** Sounds from all categories, pitched and stretched as examples
- **TOOL:** Various tool sounds
- **VOCAL:** Various vocalizations
- **WET:** Various wet sounds

All sounds are presented in 24bit/96kHz .wav format, allowing you to easily load them into your favorite DAW or software and hardware samplers. We encourage you to chop, loop, process, pitch, stretch and otherwise mangle this material in order to conform it to your projects.

The sounds were all left completely raw with the exception of the 'stylized' folder, where relatively minimal time stretching and pitch shifting were used to design some examples of how even just a small amount of processing can yield extremely rewarding results. As such, no post processing was used in order to deliver the most malleable material possible.

Thanks for purchasing Idiom!

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