

MICROSPHERE

SOUND DESIGN AND SAMPLE CONTENT:

Ivo Ivanov | www.ivanovsound.com

PRODUCT GRAPHICS:

Valentin Rodriguez

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.

AUDIO DEMOS:

Ivo Ivanov | www.ivanovsound.com

Brian Delizza | Mix Engineer | Freq Lab Recording www.freqlabrecording.com

RECORDING & FOLEY ASSISTANTS:

Brian Delizza
Henrik Thevissen
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EQUIPMENT LIST:

Recording \ Hardware

Sound Devices 702	Sound Dev. USB Pre 2	Sound Dev. MixPreD	Tascam DR100-MKII	Genelec 1037C
JH Audio JH16 Pro	Earthworks QTC-40	Schoeps CMIT 5U	Neumann U87 Ai	JrF Custom Mics

Software

Steinberg Wavelab	Soundminer V4 Pro	Avid Pro Tools	Ableton Live 9	Izotope RX
Inear Display Plugins	Twisted Tools Plugins	Valhalla DSP Plugins	2C Audio Plugins	Sonic Charge Plugins
Soundhack Plugins	Camel Audio Alchemy	Izotope Iris	NI Kontakt	NI Reaktor

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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

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

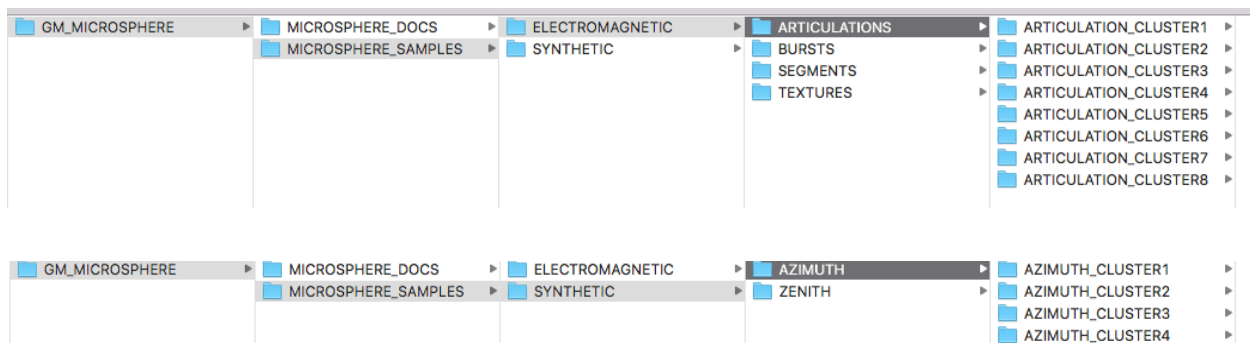
SETUP:

Due to this pack's significant size, it has been split up into 3 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_MICROSPHERE**

Once the 3 individual folders have been downloaded to your computer, unzip each folder, then proceed to place the contents into the **MICROSPHERE_SAMPLES** folder as explained below.

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



- GM_MICROSPHERE is the main folder and already contains the DOCS and SAMPLES folders, as well as part of the ELECTROMAGNETIC samples.
- Place the contents of the MICROSPHERE_PART_2 zip (SEGMENTS & TEXTURES) into the ELECTROMAGNETIC folder as shown above.
- Place the contents of the MICROSPHERE_PART_3 zip (AZIMUTH & ZENITH) into the SYNTHETIC folder as shown above.

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 (as shown in screenshots).

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.

MICROSPHERE DESCRIPTION:

Microsphere is a sci-fi sample pack by sound designer Ivo Ivanov, focused on the analysis of a hidden sonic universe. Whether you are creating complex layered transitions for a cutting edge electronic music project, building hi-tech weapon effects for a blockbuster sci-fi shooter or designing robotic articulations for a futuristic animated feature film trailer, Microsphere delivers an extraordinary palette of sound that will take your productions into uncharted territory.

Microsphere comes with 3GB of 24bit 96kHz .wav audio content, including abstract interface tones, detailed scientific computations, hyper-dimensional holographic grids, precision motion gesture signals and intricate interference bursts. Designed to be equally geared toward music, game and multimedia applications, this sample pack is brought to you in the highest possible definition and developed with some of the most sophisticated audio manipulation tools in existence.

By recording electromagnetic fields with special equipment, we have captured an exotic collection of hidden sounds, including audible data transmissions, noise-beds, code sequences, noise bursts and other aural artifacts normally concealed from our sensory perception. Every imaginable source was captured, including scanners, cameras, toys, modems, hard drives, tools, appliances, motors and much more.

To reinforce the pack's unique aesthetic and maximize its vast sonic potential, Microsphere also includes a distinctive ensemble of synthetic tones and textures. This content was sourced from an assortment of boutique hardware devices, synthesizer modules and hybrid soft synths, and processed using an eclectic variety of specialized software and unconventional production techniques.

SAMPLE CONTENT OVERVIEW:

The Microsphere sample library is comprised of two main sound categories:

- | **ELECTROMAGNETIC**
- | **SYNTHETIC**

The ELECTROMAGNETIC category contains several subgroups comprised of sound effects derived from authentic electromagnetic recordings. We have used a special set of stereo pickup microphones to record every possible variety of noise we could access. These sessions ultimately became a mammoth 20GB collection of recordings, which we then painstakingly edited segment by segment in order to ultimately bring you the final selections heard in this library. For some intriguing behind-the-scenes photos, take a look here: [Microsphere Behind The Scenes Album](#)

As you may expect, each file has been carefully processed in order to give the library that special sci-fi flavor Glitchmachines is known for. In some cases, we have left sounds very lightly processed with just a touch of diffused reverb to give them a stylized edge. In other cases, we have used every possible resource to manipulate the sounds beyond recognition. The results are a well balanced sound set that is every bit as mind-bending and impressive as it is open to further processing and experimentation. We generally choose not to put our final sounds through a mastering process, leaving their dynamic range intact. This effectively makes them vastly more pliable and adaptable to your productions!

The ELECTROMAGNETIC category is split into 4 subgroups:

- **ARTICULATIONS:** Sounds with various difficult-to-define attributes
- **BURSTS:** Faster & shorter sounds
- **SEGMENTS:** Tonal sequences & elaborate passages
- **TEXTURES:** Long drones & textures

While it isn't possible to logically fit each sound into one of these subgroups, we feel you will have no problem navigating the content and locating what you are looking for.

Finally, each subgroup is split into manageable folders called CLUSTERS. These folders make it much easier to navigate the library and to recall the location of a sound. The SYNTHETIC category contains two subgroups comprised of modern and abstract synthesizer sounds. We've gone through great lengths to ensure that you are going to hear a truly unique selection of sounds, and not just the typical synth sounds you hear in every other library. Our goal was to use numerous sources such as modular synths, analog hardware, and hybrid digital soft synths in order to capture the most diverse recordings possible. Once we edited hours upon hours of recordings down to our final selection of base sounds, we used an exhaustive variety of unusual production techniques and processing tools to twist and bend these sounds into what you hear in the final samples.

We think you'll agree that the sounds in the SYNTHETIC category work well as a counterpart to the ELECTROMAGNETIC sounds, as they not only compliment each other, but ultimately broaden the sonic palette this library has to offer.

The SYNTHETIC category is split into 2 subgroups:

- **AZIMUTH:** Sounds derived from a variety hardware synthesizers
- **ZENITH:** Sounds derived from a variety software synthesizers

Again, each subgroup is split into manageable folders called CLUSTERS. These folders make it much easier to navigate the library and to recall the locations of sounds.

Microsphere is also available as an official Ableton Live Pack featuring extra content including custom clips and scenes, as well as a Max for Live device.

Check out the Ableton pack here: [MICROSPHERE ABLETON PACK](#)

**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 necessarily 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 Microsphere!

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