USER GUIDE

BIOMORPH

BIOMORPH // CREDITS

SOUND DESIGN AND SAMPLE CONTENT:

Ivo Ivanov

PRODUCT GRAPHICS:

Ivo Ivanov

ABOUT US:

Glitchmachines was established in 2005 by sound designer Ivo Ivanov. During the early stages of the company, we were focused on building handcrafted circuit-bent hardware instruments. We sold a limited number of units through boutique synth shops in California and custom made instruments for numerous artists and sound designers. In 2010, we shifted our focus to creative audio plugins and sound effects.

LEGAL:

Piracy directly affects us! We need your support to be able to continue to bring you new products - please do not share our plugins and packs illegally.

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 ®   https://glitchmachines.com/

SUPPORT:

Our download links expire after 10 attempts for security reasons but you can always contact us to request a new download via email.

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

SETUP:

Due to this pack's significant size, it has been split up into 6 separate folders which you will need to download individually.

All you have to do is to consolidate the contents of the parts into the SAMPLES folder.

BIOMORPH.zip already contains the correct folder architecture as well as the AURORA folder and its contents as shown below:

BIOMORPH ▶	BIOMORPH_DOCS ▶	AURORA ▶
	BIOMORPH_SAMPLES ▶	
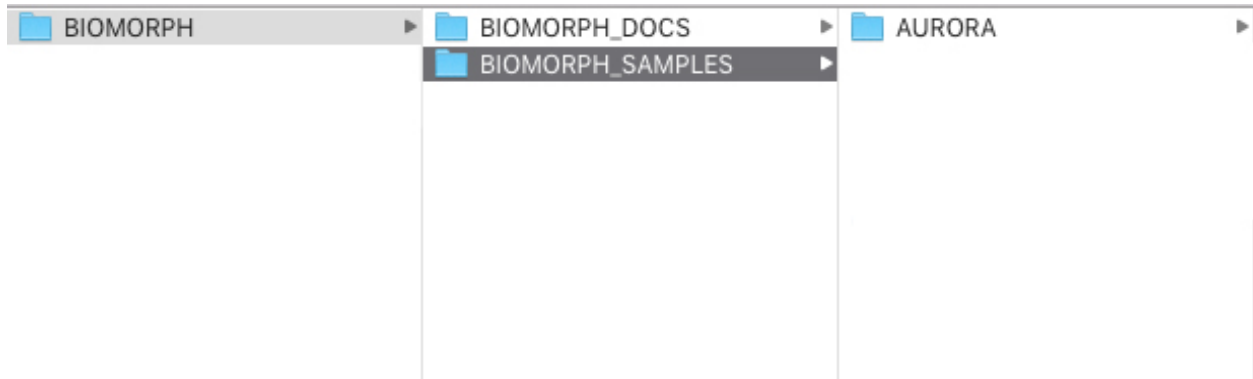
You simply need to place the contents of parts 2-6 into the BIOMORPH_SAMPLES folder until it is fully populated, as shown below:

BIOMORPH ▶	BIOMORPH_DOCS ▶	AURORA ▶
	BIOMORPH_SAMPLES ▶	AVALON ▶
		PLASMA ▶
		QUANTUM ▶
		ZENITH ▶
		ZETA ▶
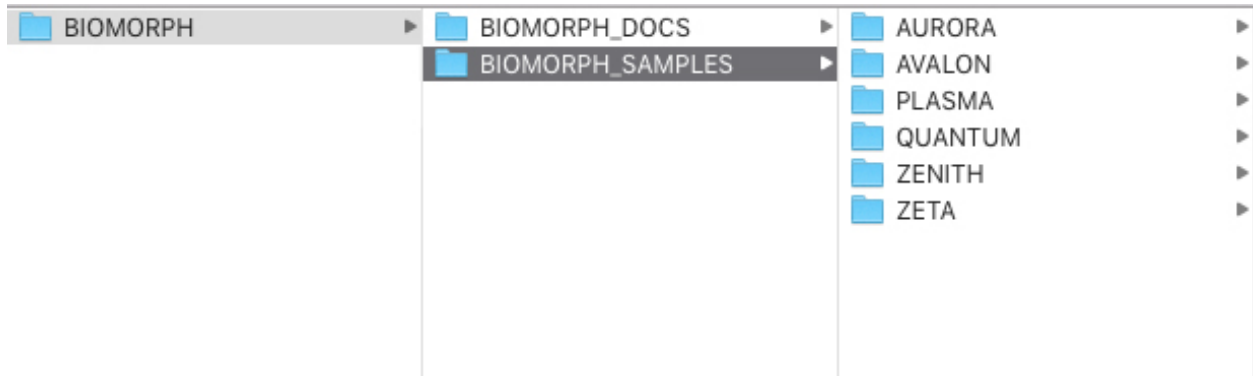
Once the folders in the pack are organized in this way, your work is done!

You can then import the .wav files directly into your favorite DAW or sampler.

BIOMORPH DESCRIPTION:

Biomorph is a sample library by sound designer Ivo Ivanov, featuring cutting-edge sound effects with an otherworldly aesthetic. You will find everything from hyper-stylized digital soundscapes, mutated organisms, granulated liquids, and twisted robotic vocalizations to sophisticated low frequency effects, morphing textures and otherworldly atmospheres that defy categorization.

This flexible library was specifically designed to be equally geared toward music production, game audio and multimedia applications. If your next project calls for the sounds of ancient extraterrestrial artifacts, eerie inter-dimensional entities, gritty biomechanical articulations or foreboding environmental effects, you will undoubtedly find this collection to be an indispensable resource.

SAMPLE CONTENT OVERVIEW:

Biomorph comes with 5GB of 24bit 96kHz .wav audio content. We have organized the content into categorical subfolders in order to ease navigation and accessibility.

The Biomorph sound library is comprised of six groups of sounds:

- **AURORA** - Synthetic Origins
- **AVALON** - Synthetic Origins
- **PLASMA** - Organic Origins
- **QUANTUM** - Organic Origins
- **ZENITH** - Composite
- **ZETA** - Composite

SYNTHETIC ORIGINS:

Description: synthetic sound effects, designed with software and hardware synthesizers.

You will find digitally generated tones and atmospheres that perfectly compliment the organic sounds in this collection. Colossal sub bass tones, eerie detuned atmospheric vocalizations, morphing textures, biomechanical malfunctions, alien interface effects, and much more.

In some cases, you will find families of sounds we call CLUSTERS. Members of a cluster all share the same name and aesthetic attributes, while each sound is unique and designed to emphasize different articulations or points of interest.

ORGANIC ORIGINS:

Description: natural recordings that have been treated with numerous modern signal processing techniques.

We used just the right amount of processing on a diverse collection of freshly recorded natural sounds in order to give the material a stylized, futuristic aesthetic. These sounds have familiar undertones, but are presented in creative ways that suggest they belong to a sonic universe of unknown origins.

Sounds in this group may have started as everyday sounds you may hear in traffic, crowds, subway, garden, park, forest or raw materials such as metal, stone, ice, earth, plastics, wood, vegetables, fruit, meat, or liquid. All these recordings have then been digitally manipulated to give them their unique stylized characteristics.

COMPOSITE:

Description: layered and processed organic and synthetic elements resulting in dramatic hi-tech sound effects and soundscapes that defy categorization.

The content in this group is difficult to describe, as it is comprised of a combination of multiple source sound categories. We therefore recommend that you simply explore the samples to get a sense for what is on offer. Strict classification would ultimately detract from encouraging the user to use their imagination while exploring this material.

We encourage you to experiment with layering sounds from each group to achieve the most compelling results. Vast creative potential lies in the possibilities presented by layering sounds from the Organics and Synthetics groups.

Thanks for purchasing Biomorph!

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

GLITCHMACHINES ®