





CHIMERA // CREDITS

SOUND DESIGN AND SAMPLE CONTENT:

lvo Ivanov

PRODUCT GRAPHICS:

Ivo Ivanov

ABOUT US:

Glitchmachines was established in 2005 by sound designer lvo lvanov. 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.

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 7 separate parts which you need to download individually.

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

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

CHIMERA_DOCS	>	Abandoned
CHIMERA_SAMPLES		Abandoned
		Abandoned
		Abandoned
		Abandoned

You simply need to place the contents of parts 2-7 into the CHIMERA_SAMPLES folder until it is fully populated with its content, as shown below:

CHIMERA >	CHIMERA_DOCS	CATACOMB	AbandonedPlace1.wav
	CHIMERA_SAMPLES	OBELISK	AbandonedPlace2.wav
		i omen	AbandonedPlace3.wav
		i ORACLE	AbandonedPlace4.wav
		🚞 PARASITE	AbandonedPlaceRising
		🚞 PHANTOM	CellarPathway.wav
		🚞 TRIDENT	ChamberOfTears.wav
			ChildrenOfZool.wav
			ChildronOfZoolAgua

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.

CHIMERA DESCRIPTION:

Chimera features 803 designed sound effects inspired by uninhabitable realms, paranormal entities and creatures from the void of space. Chimera comes with 5GB of 24bit 96kHz .wav audio content, which has been meticulously crafted to complement modern music, game and multimedia productions in need of sophisticated, forward-thinking sound effects.

Featuring some of our darkest and most disturbing material to date, Chimera is focused on a unique hybrid of sci-fi horror and technical monster sound effects. You will find demonic vocalizations, haunted atmospheres, mutated creatures, cursed ghosts and extraterrestrial drones that will wake the dead.

SAMPLE CONTENT OVERVIEW:

This pack was revamped in August, 2022 and now includes 1.6GB of new material as well as selected assets previously only available in separate packs called Vulcan and Spiral. Vulcan & Spiral have therefore been discontinued.

At its core, Chimera is made possible by a staggering collection of field recordings, all of which have been meticulously edited, layered and processed to bring you some of the most vivid and disturbing special effects we have ever released. We recorded natural materials such as stone impacts, metal impacts, fire bursts, electric arcs, low frequency drones, land and air vehicles, bowed and scraped metals, unusual crowd chatter, animal sounds, strange atmospheres, synths and a huge collection of Foley recordings.

The Chimera sample pack is comprised of 7 groups of sounds:

- CATACOMB: 45 ghostly and demonic soundscapes and composite effects
- · OBELISK: 197 vivid and visceral impacts and collisions
- **OMEN:** 39 vivid drones, long textures and eerie atmospheres
- ORACLE: 65 dense and evolving composite effects
- PARASITE: 78 disturbing and sinister composite effects
- PHANTOM: 156 designed hits and whoosh impacts
- TRIDENT: 223 designed composite effects, articulations and impacts

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 our sampler plugins. Importing our sounds into one of the these tools will allow you to generate totally fresh material.

Thanks for purchasing Chimera!

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