



# DIALECT // 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.

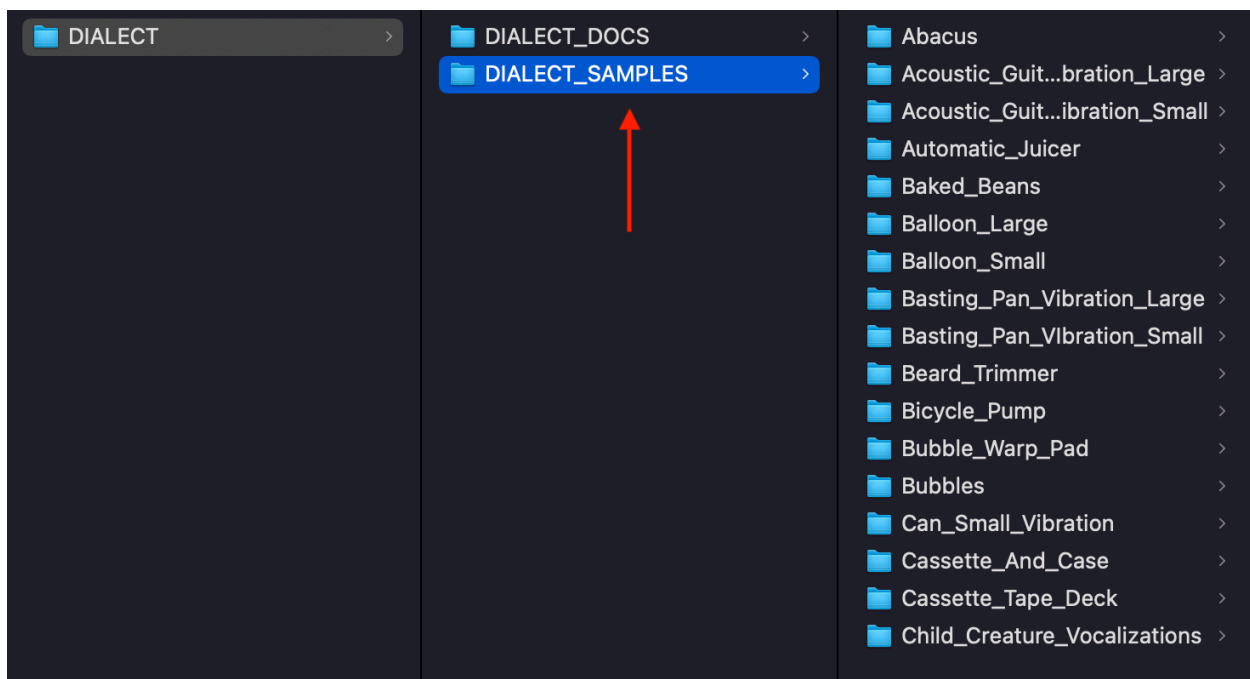
If you require tech support, you may reach us at: [glitchmachines.sales@gmail.com](mailto:glitchmachines.sales@gmail.com)

## SETUP:

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

The **DIALECT.zip** already contains the proper file structure, including the Docs folder and Samples folder, along with some of the sample sub-folders.

Once you have downloaded the other parts, all you have to do is to consolidate the contents of the parts into the **DIALECT\_SAMPLES** folder:



Once the folders are organized as explained above, your work is done!

You can then import the .wav files directly into your favorite 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 thousands of compelling samples that have been expertly activated, captured and edited to bring you this exclusive collection of source material.

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 4.3GB pack consisting of 118 categorical folders organized by subject, totaling 5,838 24bit 96kHz samples. Dialect delivers a rich collection of idiosyncratic assets that will empower sound designers and musicians to create more imaginative sounds.

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.

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 in sound.

## **PRODUCTION NOTES FROM IVO IVANOV:**

For this library, I wanted to gather as much new material as possible 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 easy 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 with your arsenal of processing devices.

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 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 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 or musician in need of a vast collection 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
Baked Beans	36	Balloon_Large	36
Balloon_Small	60	Basting_Pan_Vibration_Large	54
Basting_Pan_Vibration_Small	47	Beard_Trimmer	80
Bicycle_Pump	53	Bubbles	35
Bubble_Wrap_Pad	19	Can_Small_Vibration	142
Cassette_And_Case	44	Cassette_Tape_Deck	32
Child_Creature_Vocalizations	59	Chow_Mein_Noodle_Pack	39
Coffee_Grinder	37	Coins_Inside_Dryer	5
Colander_Rubber_Mallet	28	Comb	19
Concrete_Sink_Demolition	241	Crunchy_Rice_Rolls_Crushed_By_Weights	11
Double_Wind_Wand	38	Double_Wind_Wand_Outdoors	20
Dryer_Door_Open_Close	16	Dryer_Exhaust_Tube_Vibration_Large	24
Dryer_Rubber_Mallet	19	Duct_Tape	74
Eyeglasses_Case_Open_Close	39	Foam	48
Frying_Pan	50	Glass_Bowl_Hydrophone	76
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
Macaroni	85	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_Tin	118
Metal_Tin_Vibration_Large	19	Metal_Tin_Vibration_Small	8
Motorized_Toy_Bug_Robot	28	Motorized_Toy_Face_Track	18
Motorized_Toy_Scarab_Plastic_Watering_Can	45	Motorized_Toy_Vintage_Plastic	15

Mouthwash	147	Music_Box_Clicks	89
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	155	Plastic_Disc_Case	125
Plastic_Dreidel	31	Plastic_Lid_Vibration_Small	18
Plastic_Straws	152	Plastic_Windup_Cockroach_Toy	33
Popping_Candy	7	Power_Juicer_Dry	9
Pudding	62	Push_Pins_On_Desktop	6
PVC_Pipe_Vibration_Large	29	Ratchet_Tool_Propelled_By_Drill	50
Ratchet_Tool_Turns	50	Rubber_Ball_Bouncing	18
Sealed_Air_Packs	143	Shoebox_Vibration_Large	17
Shoebox_Vibration_Small	70	Skill_Saw	24
Slime	202	Spaghetti	127
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
Ukelele_Vibration	26	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
Windup_Toy_Spring_Drum	107	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: <https://glitchmachines.com/>