



IDIOM

IDIOM // CREDITS

SOUND DESIGN AND SAMPLE CONTENT:

Ivo Ivanov : [WEBSITE](#)

GRAPHIC DESIGN:

Patrick Defasten / DEFASTEN : [WEBSITE](#)

ABOUT US:

Glitchmachines was established in 2005 by sound designer Ivo Ivanov. For the first 5 years of our brand's existence, we were focused on building handcrafted circuit-bent hardware instruments. We sold a limited number of units through boutique synthesizer retailers Analogue Haven and Robotspeak in California and we custom made instruments for numerous high-profile artists and sound designers. In 2010, we shifted our focus toward creative software plugins and sound effects packs.

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SUPPORT:

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

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

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SETUP:

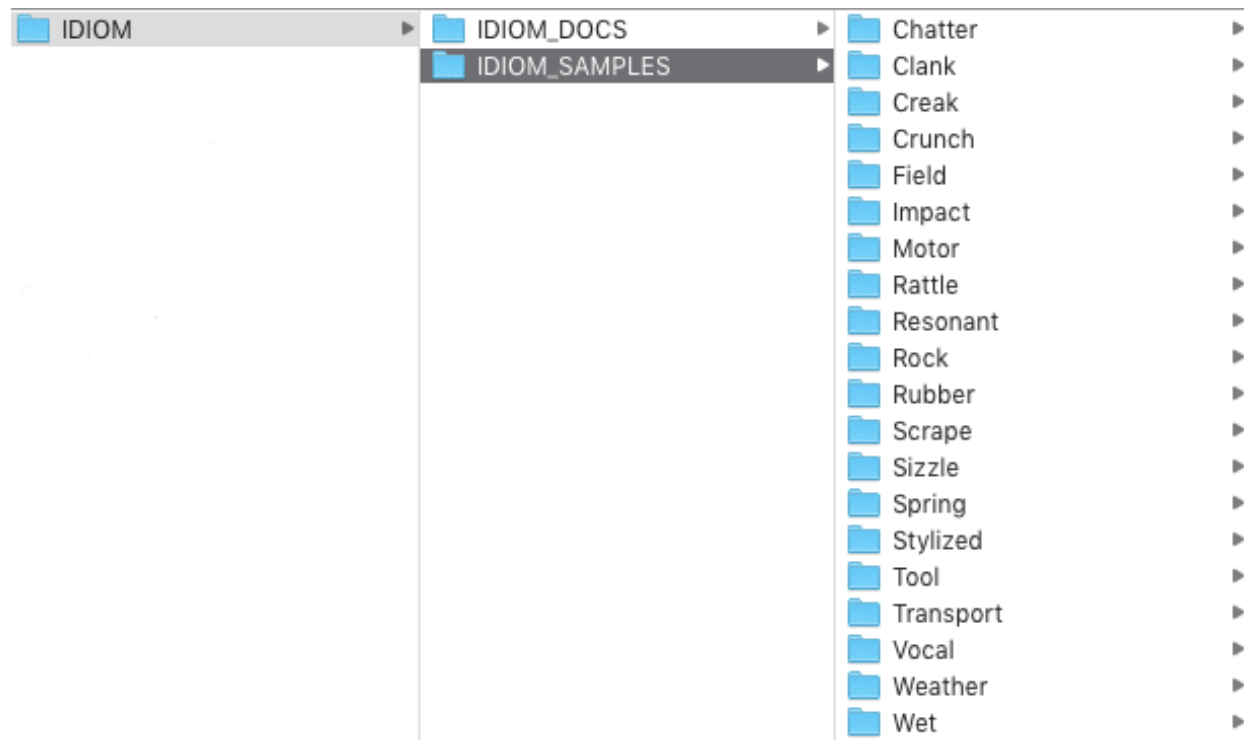
Due to this pack's significant size, it has been split up into 6 separate folders which you will need to download individually. All you have to do is to consolidate the contents of the parts into the appropriate folder as explained below:

Note that **IDIOM.zip** already contains the proper file structure and some of the content, including the Docs folder, as shown in the following screenshot:



All you have to do from here is unpack the other parts and place the enclosed folders into the main **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 structure on Windows):



Once the folders in the pack are organized correctly, your work is done!

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

IDIOM DESCRIPTION:

Idiom is a new sample pack featuring 2,600 unprocessed organic sounds.

This massive 5.6GB pack is comprised of 20 categorical sub-folders containing a total of 2,600 24bit 96kHz samples. Focused on the weirder side of the natural sonic landscape, we harvested a nuanced collection of new source material full of desirable quirks and colorful textures. Great sound effects need great building blocks and Idiom delivers a rich collection of source material that will empower musicians and sound designers to create infinite amounts of imaginative sounds.

The raw, natural recordings 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. 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 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, structures and tones, 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.

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

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.

The Idiom sample pack is comprised of 20 groups of sounds:

GROUP	DESCRIPTION	QTY
• CHATTER	odd artifacts and speaking picked up in-between takes	103
• CLANK	clanking sounds ranging from metal to plastic	121
• CREAK	creaking sounds ranging from metal to wood	101
• CRUNCH	crunchy sounds ranging from snow to cereal	154
• FIELD	field recordings in several locations and seasons	66
• IMPACT	impact sounds including stone, fire, metal and re-amping	197
• MOTOR	motor sounds ranging from cars to toys to coffee grinders	148
• RATTLE	rattling sounds ranging from luggage to garbage	228
• RESONANT	resonant sounds ranging from bowed cymbals to piano	136
• ROCK	rock sounds ranging from pebbles to boulders	118
• RUBBER	rubber sounds ranging from balloons to rubber gloves	123
• SCRAPE	scraping sounds ranging from concrete to nylon	176
• SIZZLE	sizzling sounds ranging from electricity to popping candy	177
• SPRING	spring sounds ranging from slinky to spring drums	105
• STYLIZED	lightly processed sounds from various categories	157
• TOOL	tool sounds ranging from compressed air to skill saws	76
• TRANSPORT	transportation sounds ranging from city noise to planes	29
• VOCAL	vocalizations ranging from mouth noises to kittens purring	170
• WEATHER	long rain recordings and ultra-rare micro hail sounds	20
• WET	wet sounds ranging from ocean waves to slime	198

Thanks for purchasing Idiom!

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