



PARALLEL B3K

PARALLAX // CREDITS

SOUND DESIGN AND SAMPLE CONTENT:

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GRAPHIC & MOTION DESIGN:

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ABOUT US:

Glitchmachines was established in 2005 by sound designer and electronic musician 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.

LEGAL:

We need your support to be able to continue to bring you new products - please do not share our plugins and packs illegally. Piracy directly affects all of the creative people whom work hard to bring you new tools to work with!

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 ® www.glitchmachines.com

SUPPORT:

We recommend that you store a backup of the original zip file in the event that you ever need to recover overwritten files, etc. Our download links expire after 30 days 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

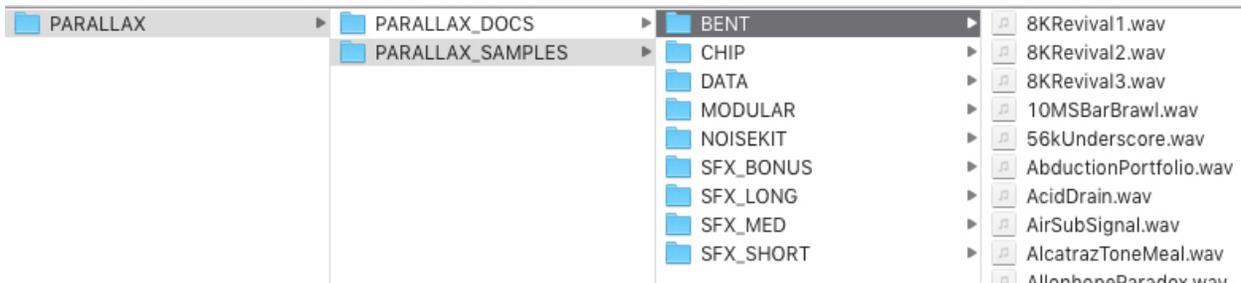
SETUP:

Due to this pack's significant size, it has been split up into 2 separate parts which you will need to download individually. All you have to do is to consolidate the contents of the parts into the SAMPLES folder.

PARALLAX_PART_1 already contains the correct folder architecture as well as the first five folders and their contents as shown below:



You simply need to place the contents of part 2 into the PARALLAX_SAMPLES folder until it is fully populated, as shown below:



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.

PARALLAX DESCRIPTION:

Parallax is a new sample pack by sound designers Ivo Ivanov and Alex Retsis, featuring over 1300 raw sound effects inspired by vintage computer technology and old school video games. Designed with electronic musicians and sound designers in mind, Parallax is organized in various focused categories including CHIP, BENT, DATA, MODULAR, NOISEKIT, SFX and more. This highly specialized pack invites you to explore an action packed soundscape, bursting with rad digital oddities.

Parallax was designed with a plethora of unconventional tools including vintage video game chips, noise kits, modular synths, circuit-bent hardware instruments and custom computer apps. We have carefully left every sample completely raw, leaving it up to you how to further process and adapt these effects to your projects. Whether you are working on an electronic track that needs a lofi edge or designing an indie game, Parallax will deliver a dose of pure fun and sonic nostalgia.

SAMPLE CONTENT OVERVIEW:

Parallax is split up into 9 sections:

BENT: sfx from a variety of custom circuit bent instruments

CHIP: sfx from a variety of vintage video game consoles and chiptune plugins

DATA: sfx from a variety of bytebeat software apps and plugins

MODULAR: sfx from a variety of hardware modular synths

NOISEKIT: sfx from a hand-built hardware noise synth kit

SFX_SHORT: short sfx from a variety of video game consoles and chiptune synths

SFX_MED: medium sfx from a variety of video game consoles and chiptune synths

SFX_LONG: long sfx from a variety of video game consoles and chiptune synths

SFX_BONUS: various sfx inspired by vintage computers and video game consoles

We set out to compile a collection of as many interesting, useful and fun sound effects as possible. The designers focused on bringing you raw, unprocessed samples so that you can ultimately decide how they should be modified in order to best conform to your projects. The result is a comprehensive sound set that will prove to be equally indispensable to electronic musicians and sound designers alike.

All files are presented in 24bit 96kHz .wav format, allowing you to easily load them into your favorite DAW or samplers. Use them as-is or try layering sounds from the various categories to come up with endless variations of your own.

If you own Polygon or Cataract (or any other sampler), load up your favorite sounds and use the sampler's modulation and processing facilities to further customize the material to your liking. Experiment with your sampler's looping, trimming and time stretching facilities in order to sculpt the samples to the proper length, pitch and timing.

Thanks for purchasing Parallax!

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