

PHENOTYPE // 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 our first 5 years in business, 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 toward 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.

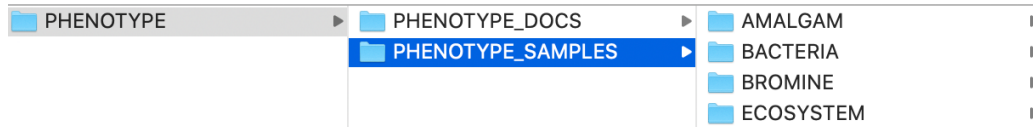
If you require tech support, you may reach us at: glitchmachines.sales@gmail.com

SETUP:

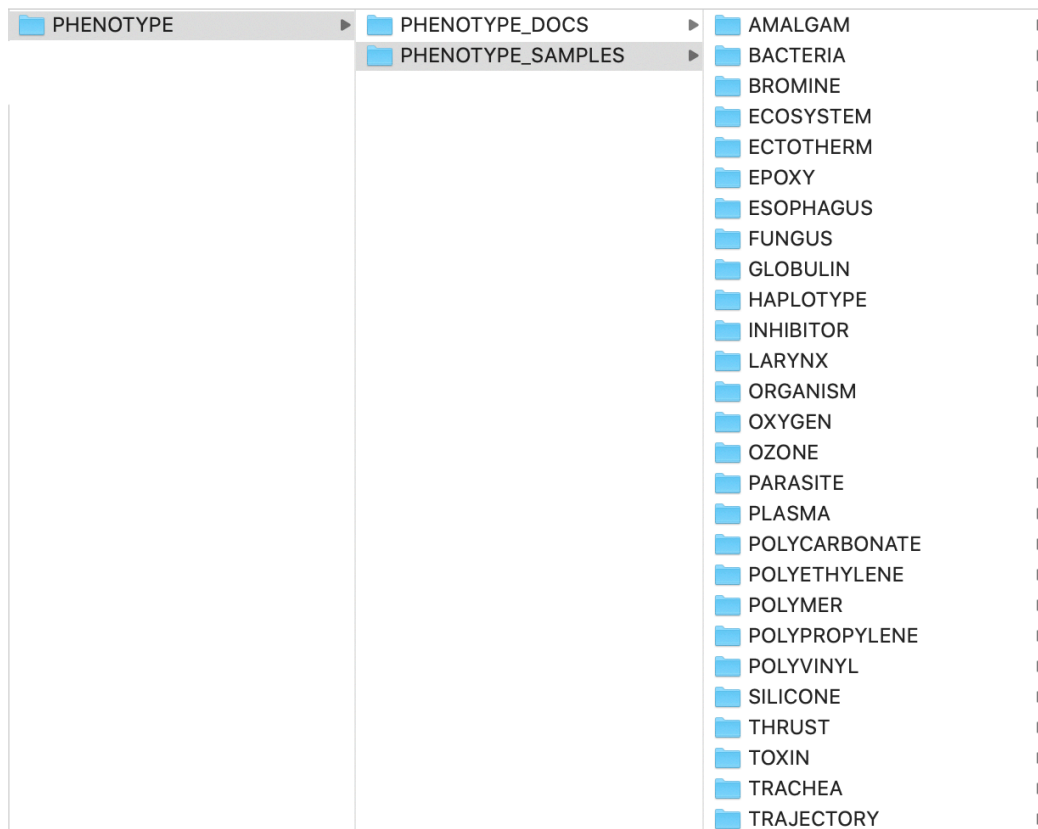
Due to this pack's significant size, it has been split up into 6 parts which you will need to download separately.

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

Note that **PHENOTYPE.zip** already contains the proper file structure, including the Docs and Samples folders, along with three of the content folders as shown below:



Now unpack the other parts and place the folders into the **PHENOTYPE_SAMPLES** folder until you see the fully populated pack as shown below:



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.

PHENOTYPE DESCRIPTION:

Phenotype features 1,153 alien impact sound effects with a high-tech aesthetic.

Sound designer Ivo Ivanov brings us a treasure trove of new sci-fi impacts, stingers, whooshes and hits that can be tailored into electronic music elements such as drums, percussion, transitions and special effects or game elements such as projectile design, weapon effects motion cues and much more.

Phenotype comes with 5.7GB of 24bit/96kHz .wav audio content that is equally geared toward music production, game audio and multimedia applications. Whether you're working on a blockbuster sci-fi shooter game, a modern electronic music album or a high-tech multimedia project, you will undoubtedly find this collection to be an indispensable resource.

While our sound effects are carefully designed to work with your favorite samplers and DAWs, they pair up particularly well with our own brand of audio contortion devices. Our wide selection of packs grant Palindrome, Polygon and Cataract users access to thousands of fresh ingredients.

SAMPLE CONTENT OVERVIEW:

We have organized the content into 27 categorical subfolders as outlined below:

AMALGAM	33	OZONE	35
BACTERIA	55	PARASITE	32
BROMINE	55	PLASMA	39
ECOSYSTEM	48	POLYCARBONATE	44
ECTOTHERM	43	POLYETHYLENE	51
EPOXY	42	POLYMER	30
ESOPHAGUS	42	POLYPROPYLENE	36
FUNGUS	30	POLYVINYL	48
GLOBULIN	41	SILICONE	33
HAPLOTYPE	35	THRUST	54
INHIBITOR	49	TOXIN	39
LARYNX	47	TRACHEA	55
ORGANISM	48	TRAJECTORY	51
OXYGEN	38		

PHENOTYPE CONTENT SYNOPSIS:

Phenotype is part of a series of thematic impact sound effects that are specifically geared toward electronic music production, game audio and post production applications.

This pack features a broad range of sci-fi impact sound effects that were meticulously designed, processed and edited to fit into a broad variety of creative contexts. With this in mind, sound designer Ivo Ivanov undertook the extremely laborious task of creating multiple variations of each effect, in an effort to dramatically increase the flexibility of the content. Thus, all files that contain a letter designation suffix in their title (a, b, c, etc.) denote a variation of the same design.

The effects were designed by recording and scrupulously editing thousands of real-world objects and eventually layering and sculpting them into impact sounds via proprietary software. These designs were then individually processed through a series of effects chains utilizing a plethora of modern signal processing plugins.

While all of the sounds in this collection are fully production-ready, we always encourage you to experiment by layering, stretching, pitching and otherwise processing and re-combining the sounds from the various folders.

For example, sculpting out some of the low frequencies and layering these sounds on top of more traditional drum or sub-bass sounds can give you greater control over the weight and dynamic velocity of the impacts while retaining the textural integrity of the designs.

Vast creative potential also lies in the possibilities presented by loading a bank of sounds from within a folder and mapping them across the key-range of your controller so that you can 'perform' gestures in real-time.

Keep in mind that many of these designs contain a lead-in period, which necessitates some deliberate placement within your DAW in order to ensure that the peak impact occurs precisely at the desired location on the project timeline.

You'll note that we used stylized naming conventions throughout the pack. We are aware that some users may prefer more traditional and straight-forward naming conventions, however this approach does not lend itself well to the abstract nature of our sound effects. As such, we prefer to use creative labeling in order to encourage the user to use their ears and imagination. We are confident that you will have the best experience if you explore our sounds with an open mind.

Thanks for purchasing Phenotype!

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