GLITCHMACHINES®

METAPHOR

METAPHOR // CREDITS

SOUND DESIGN AND SAMPLE CONTENT:

Ivo Ivanov : WEBSITE

GRAPHIC DESIGN:

Patrick Defasten / DEFASTEN : WEBSITE

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 ®   www.glitchmachines.com

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.

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

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 PART_1 already contains the proper file structure, including the Docs folder and Samples folder, along with some of the samples.

All you have to do from here is unpack the other parts and place the enclosed folders into the **METAPHOR_SAMPLES** folder:
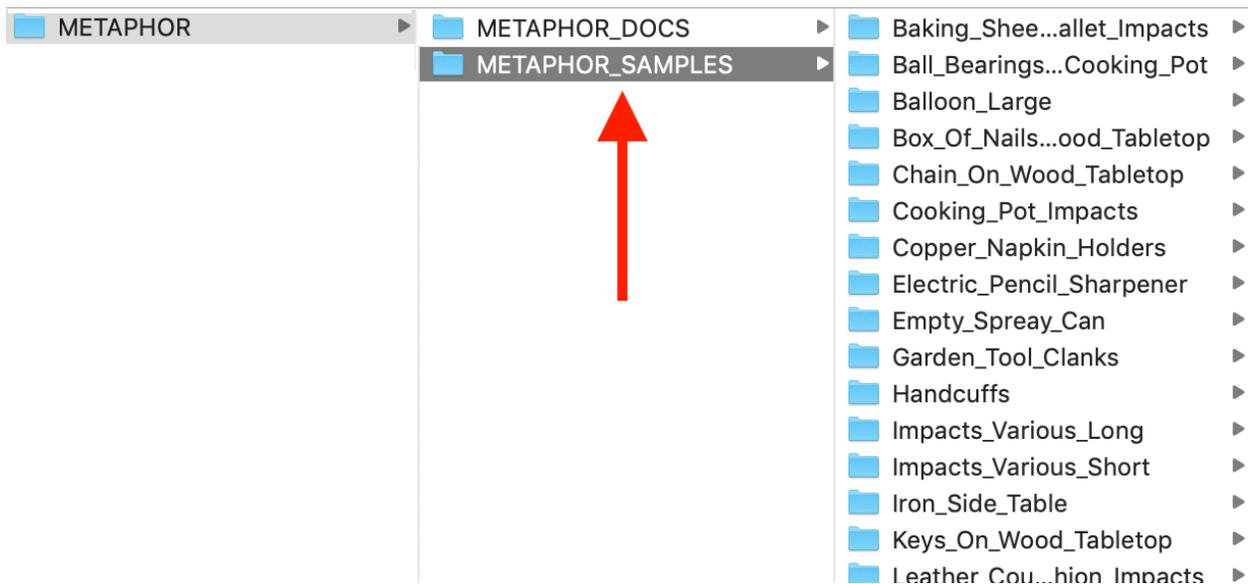
Once the folders in the pack are organized as explained above, your work is done!

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

METAPHOR DESCRIPTION:

Metaphor manifests itself in the form of a 4.2GB pack consisting of 45 folders organized by object, totaling a staggering 6,804 24bit 96kHz files.

Metaphor is the third installment in a series of sample libraries featuring unprocessed recordings. Like Dialect and Idiom, Metaphor features a deeply compelling soundscape, expertly activated, captured and edited by sound designer Ivo Ivanov. This diverse collection of sounds is adaptable to a broad variety of creative contexts including Music Production, Game Audio, Art Installations, Live Performances, Audio Branding, Cinematic Trailers and much more.

Metaphor's epic scale yields a massive auditory playground for users of creative audio manipulation tools. The 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, Metaphor is a powerful resource that will inspire you to reach the outer edges of your imagination.

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 tools. Our wide selection of packs grant Palindrome, Polygon and Cataract users access to thousands of fresh ingredients.

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 natural sounds can yield more nuanced, articulate and quirky results than synthetic sounds can on their own. Equally balanced in quality, quantity and character, Metaphor thrives on the stranger sounds in nature.

PRODUCTION NOTES FROM IVO IVANOV:

For this library, I wanted to continue to gather as much new material as possible to add to the series. As usual, 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 microphones throughout all of the studio sessions, ensuring the lowest possible noise floor, greatest consistency and highest audio quality. Whenever possible, I recorded the source in a treated ISO booth to eliminate as much noise and room as possible.

For Metaphor, I wanted to organize things the same way that I did for Dialect. 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, sound designers and artists 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. As always, I have kept 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 this entry in the series, and I believe it will prove to be a really broad and useful tool for any type of sound designer, musician or artist 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!

GLITCHMACHINES ®

SAMPLE CONTENT OVERVIEW:

Baking_Sheet_Mallet_Impacts	49	Ball_Bearings_In_Cooking_Pot	41
Balloon_Large	203	Box_Of_Nails_On_Wood_Tabletop	64
Chain_On_Wood_Tabletop	335	Cooking_Pot_Impacts	157
Copper_Napkin_Holders	98	Electric_Pencil_Sharpener	54
Empty_Spray_Can	233	Garden_Tool_Clanks	54
Handcuffs	100	Impacts_Various_Long	202
Impacts_Various_Short	309	Iron_Side_Table	76
Keys_On_Wood_Tabletop	177	Leather_Couch_Cushion_Impacts	86
Legos_Inside_Plastic_Box	86	Media_Cards_In_Plastic_Bag	139
Metal_Duct	84	Metal_Sheet_Large	281
Metal_Sheet_Small	136	Nails_On_Wood_Tabletop	92
Paper_Wrinkle_And_Tear	67	Pinframe_On_Wood_Tabletop	141
Plastic_Bag	87	Plastic_Beads_In_Pet_Dish	276
Plastic_Bin_Full_Of_Parts	55	Plastic_Sled_On_Concrete	107
Porcelain_Plates_In_Cloth_Bag	94	Screws_On_Wood_Tabletop	277
Silverware_In_Hands	777	Silverware_On_Concrete	321
Sink_Clatter	28	Snack_Bag	149
Steel_Chair_Frame_On_Concrete	157	Stone_On_Concrete	49
Suitcase_Mallet_Impacts	35	Tools_In_Plastic_Toolbox	75
Tortilla_Press	156	Toy_Robot_Mechanism	128
Weight_Set	106	Wet_Towel_On_Concrete	152
Windchimes	136	Wood_Sticks_On_Concrete	200
Wood_Sticks_On_Wood_Tabletop	175		

Thanks for purchasing Metaphor!

Please check out the rest of our products at our website: https://glitchmachines.com/