



SYNDROME

Glitchmachines
Syndrome

SYNDRONE // CREDITS

SOUND DESIGN AND SAMPLE CONTENT:

Ivo Ivanov : [WEBSITE](#)

GRAPHIC DESIGN:

Patrick Defasten / DEFASTEN : [WEBSITE](#)

Ben Hook / ANTIREAL - logo design: [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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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: sales@glitchmachines.com

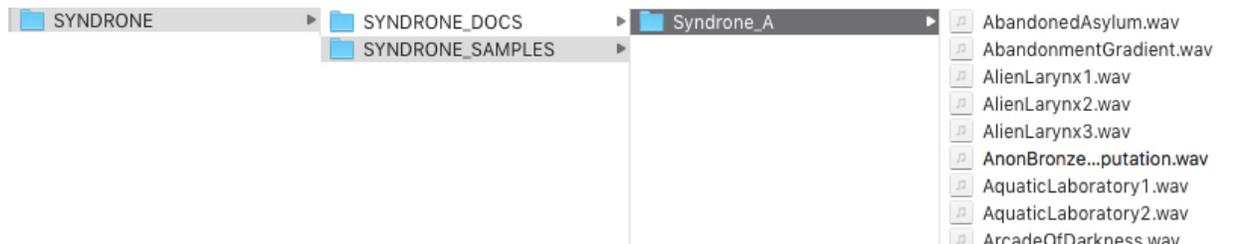
If you require tech support, you may reach us at: support@glitchmachines.com

SETUP:

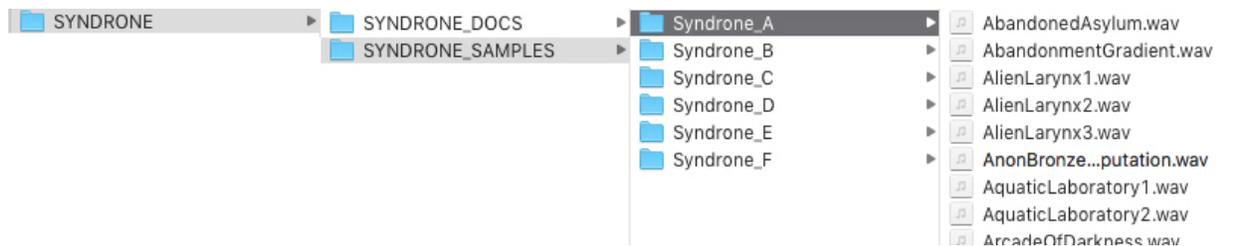
Due to this pack's significant size, it has been split up into 6 separate folders which you will need to download individually.

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

SYNDRONE.zip already contains the correct folder architecture as well as the Syndrone_A folder and its contents as shown below:



You simply need to place the contents of parts 2-6 into the SYNDRONE_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.

SYNDRONE DESCRIPTION:

Syndrone features 4.2GB of of alien environments, sinister drones and otherworldly atmospheres. This massive pack invites you to explore intergalactic battle drones, tense dreamscapes and alien soundscapes from another dimension. Designed primarily for adventurous sound designers and electronic musicians, Syndrone is presented in 24bit/96kHz detail and consists of sounds that range between 30 to 120 seconds in length.

Syndrone's slowly evolving performances are designed to provoke feelings of tension, anxiety and doom. Whether you are working on a post-apocalyptic sci-fi video game, dark electronic track, paranormal television series or cinematic trailer for a psychological horror film, this pack will infuse your projects with a sinister, otherworldly aesthetic.

SAMPLE CONTENT OVERVIEW:

Syndrone features 6 folders of designed sounds, totaling 111 .wav files.

It's important to approach these sounds with a creative ear, thinking of them as scenes, environments, miniature performances, textures, moods, etc.

All sounds are presented in 24bit/96kHz .wav format, allowing you to easily load them into your favorite DAW or software and hardware samplers.

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. Try layering sounds to come up with intense variations of your own.

Although the focus with this pack is to bring you lengthy, evolving soundscapes, don't hesitate to chop them into shorter segments in order to conform them to your projects.

In some cases, you will find variations of samples with/without sub bass. While this isn't the case for every sound, we wanted to bring you these separated versions for certain samples in order to ultimately maximize the flexibility of the content.

Thanks for purchasing Syndrone!

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