

 GLITCHMACHINES®

 A stylized white logo graphic consisting of a series of interconnected, blocky, geometric shapes that form a continuous, jagged line across the center of the image.

VIMANA // CREDITS

SOUND DESIGN AND SAMPLE CONTENT:

Ivo Ivanov : [WEBSITE](#)

GRAPHIC DESIGN:

David Watson / 3d modeling & main scene: [WEBSITE](#)

Adis BILLAIN Kutkut / product logo design: [WEBSITE](#)

Ben Hook / technical details & framework: [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.

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: sales@glitchmachines.com

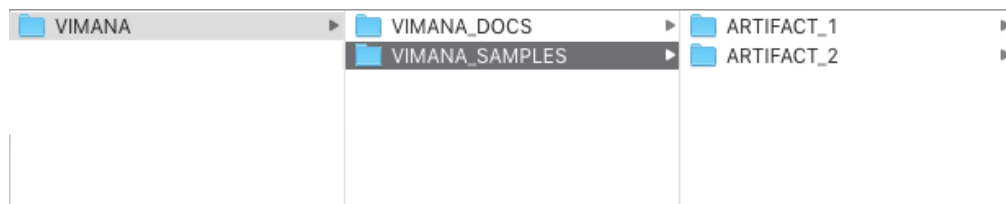
If you require tech support, you may reach us at: support@glitchmachines.com

SETUP:

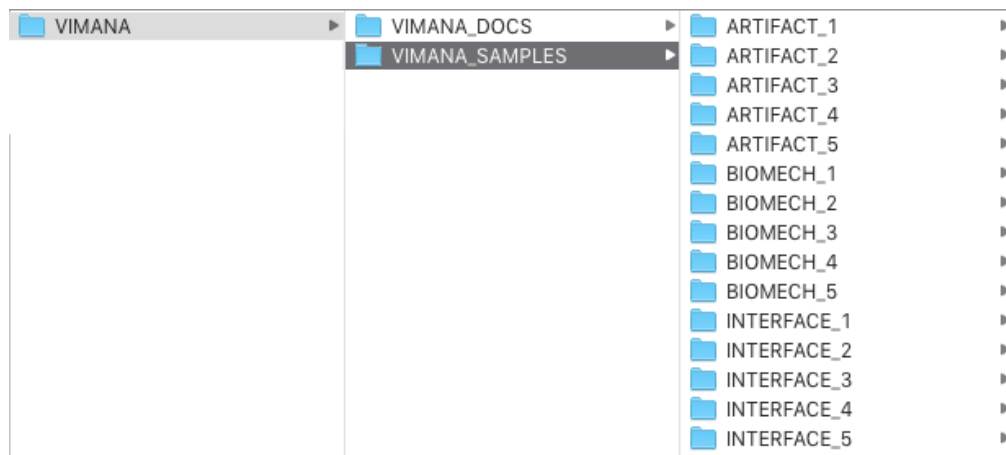
Due to this pack's significant size, it has been split up into 6 parts which you will need to download separately.

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

Note that **VIMANA.zip** already contains the proper file structure, including the Docs folder and Samples folder, along with two of the ARTIFACT folders as shown below:



All you have to do from here is unpack the other parts and place them into the **VIMANA_SAMPLES** folder until you see the fully populated the 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.

VIMANA DESCRIPTION:

Vimana features 4,083 designed sound effects with a high-tech extraterrestrial aesthetic. Sound designer Ivo Ivanov brings us a massive collection of brand new science fiction sounds including high-tech UI effects, mutated biomechanical organisms, morphing flybys, shape-shifting dimensional rifts, twisted humanoid articulations and ancient alien artifacts that defy categorization.

Vimana comes with 4.7GB 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 Polygon and Cataract users access to thousands of fresh ingredients.

SAMPLE CONTENT OVERVIEW:

We have organized the content into 15 categorical subfolders as outlined below:

ARTIFACT 1	219	Sound Effects - 24bit/96kHz .wav
ARTIFACT 2	235	Sound Effects - 24bit/96kHz .wav
ARTIFACT 3	208	Sound Effects - 24bit/96kHz .wav
ARTIFACT 4	398	Sound Effects - 24bit/96kHz .wav
ARTIFACT 5	346	Sound Effects - 24bit/96kHz .wav
BIOMECH 1	211	Sound Effects - 24bit/96kHz .wav
BIOMECH 2	325	Sound Effects - 24bit/96kHz .wav
BIOMECH 3	262	Sound Effects - 24bit/96kHz .wav
BIOMECH 4	319	Sound Effects - 24bit/96kHz .wav
BIOMECH 5	310	Sound Effects - 24bit/96kHz .wav
INTERFACE 1	229	Sound Effects - 24bit/96kHz .wav
INTERFACE 2	287	Sound Effects - 24bit/96kHz .wav
INTERFACE 3	211	Sound Effects - 24bit/96kHz .wav
INTERFACE 4	280	Sound Effects - 24bit/96kHz .wav
INTERFACE 5	243	Sound Effects - 24bit/96kHz .wav

ARTIFACT SYNOPSIS:

This group features a broad range of sound effects attributed to alien and extraterrestrial objects, robotic vocalizations, robotic motion and transforms, futuristic and alien weapon effects, alien vehicle and UFO passbys, extraterrestrial environments, multi-dimensional portal effects, extraterrestrial signals, calculations, shape shifting, morphing, gestures and much, much more.

BIOMECH SYNOPSIS:

This group features a broad range of sound effects attributed to alien beings and otherworldly creatures and objects with biomechanical qualities. These effects are extremely complex and focus on the concept of mechanical motion within a biological organism. You'll find a staggering collection of sounds ranging from sinister morphing alien effects to ultra high-tech scientific transformations and movements.

INTERFACE SYNOPSIS:

This group features an exhaustive collection of user interface sound effects attributed to numerous science fiction genres and high technology contexts. You'll find stylized otherworldly UI effects ranging from Future Tech to Cyber Punk and everything in between. You get an extremely wide variety of button taps, hologram & screen effects, gestures, interactions, calculations, precesses, confirms, denies and much more.

While all of the sounds in this collection are fully production-ready, we always encourage you to experiment further by layering, stretching, pitching and otherwise processing & re-combining the sounds from the various groups. For example, layering sounds allows you to fully customize complex designs such as impacts, weapon effects or motion effects where you can decide precisely which textures to combine in order to achieve the desired aesthetic style and structural framework.

Vast creative potential lies in the possibilities presented by loading a bank of sounds from within a group and mapping them across the key-range of your controller so that you can 'perform' gestures in real-time. This is particularly useful when working on projects that require precise gestural synchronization.

While we took great care to properly categorize all of the pack's assets, you should always explore the content with an open mind. For example, you'll find that many of the interface effects are perfectly applicable in other contexts such as the creation of percussion elements in electronic music production. Likewise, the Artifacts groups are so broad that you'll likely find many applicable Interface effects therein. Ultimately, it's always beneficial to use your imagination while working with abstract sounds.

Thanks for purchasing Vimana!

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