

 GLITCHMACHINES®

# PLEXUS

# PLEXUS // CREDITS

## SOUND DESIGN AND SAMPLE CONTENT:

Ivo Ivanov : [WEBSITE](#)

## GRAPHIC DESIGN:

3D Product Graphics - Patrick Defasten / DEFASTEN : [WEBSITE](#)

2D Product Logo Design - Ivo Ivanov : [WEBSITE](#)

## 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: [sales@glitchmachines.com](mailto:sales@glitchmachines.com)

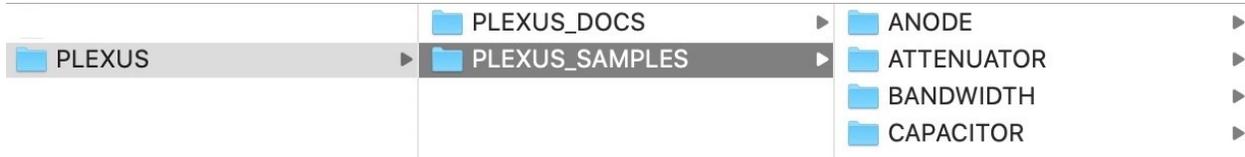
If you require tech support, you may reach us at: [support@glitchmachines.com](mailto:support@glitchmachines.com)

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



All you have to do from here is unpack the other parts and place them into the **PLEXUS\_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.

## PLEXUS DESCRIPTION:

Plexus features 1,417 synthetic impact sound effects with a high-tech electronic aesthetic. Sound designer Ivo Ivanov brings us a treasure trove of new synthetic impacts, stingers 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.

Plexus comes with 6.2GB 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.

## SAMPLE CONTENT OVERVIEW:

ANODE	40	DIY Synthesizer Device	INDUCTOR	29	Circuit Bent Device
ATTENUATOR	45	Modular Synth	JOULE	31	Circuit Bent Device
BANDWIDTH	45	Modular Synth	MALFUNCTION	42	DIY Synthesizer Device
CAPACITOR	42	Computer Chip	MODULATION	42	Modular Synth
CATHODE	48	Circuit Bent Device	MOSFET	24	Circuit Bent Device
CIRCUIT	34	Circuit Bent Device	OSCILLATOR	42	Modular Synth
COULOMB	37	Electromagnetic	REGULATOR	22	DIY Synthesizer Device
DATA	40	DIY Synthesizer Device	RELAY	35	Circuit Bent Device
DIODE	39	Circuit Bent Device	RESISTOR	44	Circuit Bent Device
DISCHARGE	40	Radio Static	RHEOSTAT	39	Circuit Bent Device
ELECTRODE	37	Circuit Bent Device	SCHEMATIC	32	Circuit Bent Device
ELECTRON	50	Electromagnetic	SEMICONDUCTOR	37	Computer Chip
ENVELOPE	31	Modular Synth	STATIC	32	Radio Static
ERROR	50	Computer Chip	SUBSTRATE	42	DIY Synthesizer Device
FARAD	36	Electromagnetic	TRANSISTOR	28	Circuit Bent Device
FILTER	38	Modular Synth	TRANSMISSION	27	Feedback
FLUX	32	Electromagnetic	UNDERRUN	34	Computer Chip
FREQUENCY	50	Modular Synth	VOLTAGE	27	Electricity
FUSE	44	Circuit Bent Device	WAVEFORM	30	Modular Synth

## PLEXUS CONTENT SYNOPSIS:

Plexus 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 synthetic 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 sounds sourced from modular synthesizers, electromagnetic fields, circuit bent devices, DIY synthesizers, electricity and static, and 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 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 Plexus!

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