



# EPISTROPHE // CREDITS

## SOUND DESIGN AND SAMPLE CONTENT:

Ivo Ivanov : [WEBSITE](#)

## PRODUCT GRAPHICS:

Ivo Ivanov : [WEBSITE](#)

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## ABOUT US:

Glitchmachines was established in 2005 by sound designer [Ivo Ivanov](#). During the early stages of the company, 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 to creative audio plugins and sound effects.

## 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)

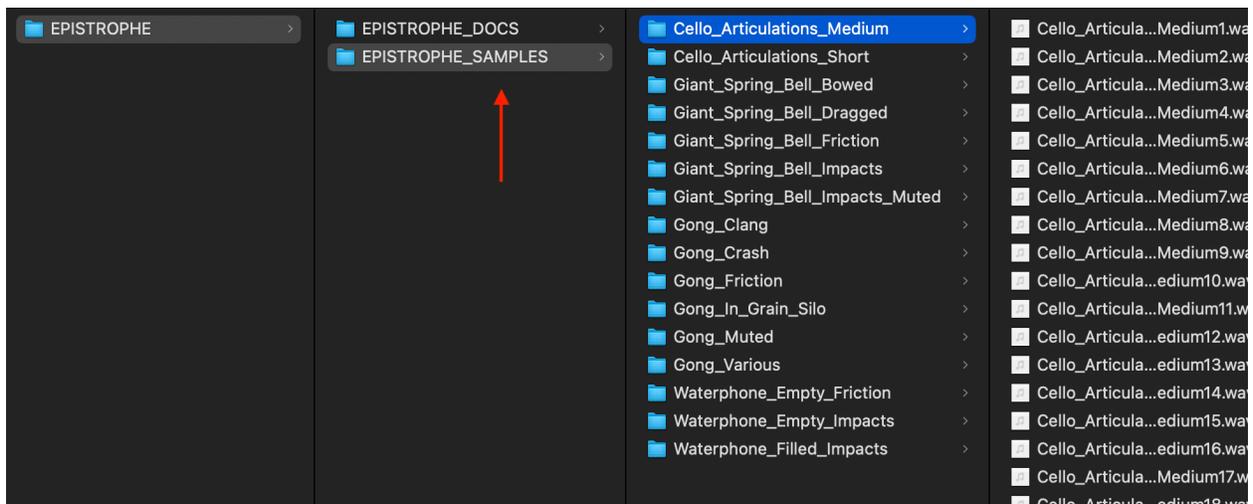
If you require tech support, you may reach us at: [support@glitchmachines.com](mailto:support@glitchmachines.com)

## SETUP:

Due to this pack's significant size, it has been split up into 8 separate parts, which you need to download individually.

The **EPISTROPHE.zip** already contains the proper file structure, including the Docs folder and Samples folder, along with some of the sample sub-folders.

Once you have downloaded the other parts, all you have to do is to consolidate the contents of the parts into the **EPISTROPHE\_SAMPLES** folder as shown below:



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.

## **EPISTROPHE DESCRIPTION:**

Epistrophe manifests itself in the form of a 6.75GB sample pack consisting of 16 folders organized by object, totaling 852 24bit 96kHz files.

Epistrophe is the sixth installment in a series of sample libraries featuring unprocessed sounds. This collection features recordings of sound designer Ivo Ivanov's private collection of instruments, including various articulations of his authentic 16" waterphone, a giant spring bell percussion instrument, a full size cello and a 40" wind gong recorded in the studio as well as in a massive decommissioned grain silo dome.

Like the other entries in the series, Epistrophe features a deeply compelling collection of sounds that have been expertly activated, captured and edited. This diverse collection of assets is adaptable to a broad variety of creative contexts including Music Production, Game Audio, Motion Graphics, Advertising, Art Installations, Live Performances, Audio Branding, Cinematic Trailers and much more.

Epistrophe yields a massive auditory playground for users of creative audio manipulation tools. The natural sounds in this library are ready to be stretched, pitched, granulated, looped, layered and otherwise processed by your favorite audio contortion devices. Geared toward software & hardware users alike, Epistrophe 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, Cataract and Tactic 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, Epistrophe invites you to explore the stranger sounds in nature.

## PRODUCTION NOTES FROM IVO IVANOV:

This library has been three years in the making and I'm very pleased to add it to the Glitchmachines Found Sounds series of sample packs. Epistrophe is the sixth installment in this series and this pack features a number of unusual instruments.

This collection includes recordings of instruments I consider particularly eerie and mysterious. The sounds are especially dark and otherworldly, and I find they are perfect in sound design situations where ghostly, sinister and tense moods are appropriate.

I've included recordings of my giant 40" wind gong, authentic custom-made 16" waterphone (mega bass), giant spring bell instrument (Marvin) and full size cello. You'll find a number of different gong sounds ranging from full crashes to friction mallet sounds and I even took the gong to a huge, decommissioned grain silo dome where I was able to capture the instrument with some really unique natural reverb.

The giant spring bell and waterphone sounds are among my favorite because of their eerie and naturally otherworldly tones. Just a touch of good reverb can often bring them into sci-fi territory and they are also great for supernatural and horror sound design. I've always been drawn to the rich tones of a full size cello so I also included numerous cello tones that can be used as the basis for all sorts of creative sounds and effects.

One important suggestion I'd like to make is not to think of these sounds too literally. Explore the collection with an open mind and use your imagination in a way that will allow you to adapt these sounds to your own creative ideas. Think of each folder as a sort of *treasure trove* of sounds and 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 and samplers.

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 adding reverb 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 them.

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 for years to come!

## SAMPLE CONTENT OVERVIEW:

Cello_Articulations_Medium	55	Cello_Articulations_Short	112
Giant_Spring_Bell_Bowed	33	Giant_Spring_Bell_Dragged	70
Giant_Spring_Bell_Friction	46	Giant_Spring_Bell_Impacts	72
Giant_Spring_Bell_Impacts_Muted	22	Gong_Clang	17
Gong_Crash	24	Gong_Friction	17
Gong_In_Grain_Silo	55	Gong_Muted	68
Gong_Various	58	Waterphone_Empty_Friction	31
Waterphone_Empty_Impacts	46	Waterphone_Filled_Impacts	126

All recordings in this collection were captured on a Sound Devices 633 digital recorder.

Microphones used:

Sennheiser MKH-8060

Sennheiser MKH-8040 Stereo Pair (X/Y)

Sennheiser MKH-8020 Stereo Pair (Spaced Pair)

Thanks for purchasing Epistrophe!

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

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