PHONEME // CREDITS

SOUND DESIGN AND SAMPLE CONTENT:

Ivo Ivanov : WEBSITE

PRODUCT GRAPHICS:

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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

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 parts, which you need to download individually.

The **PHONEME.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 **PHONEME_SAMPLES** folder as shown below:
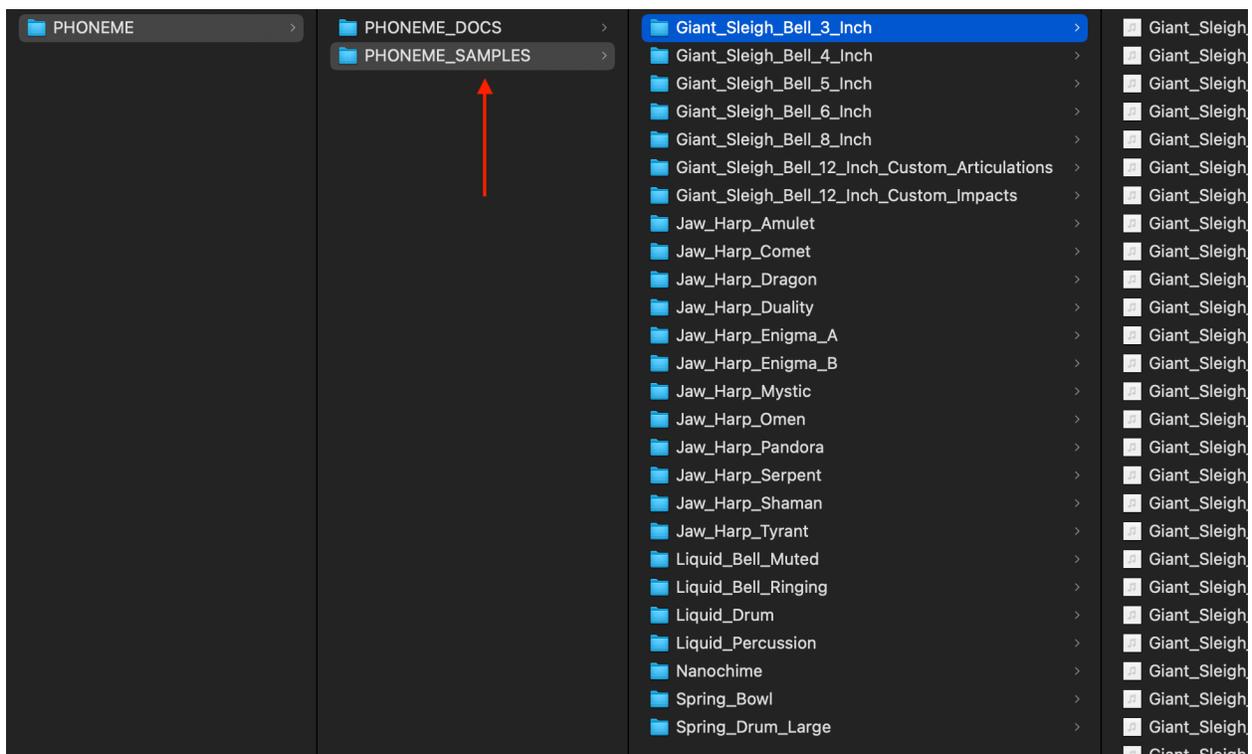
Once the folders in the pack are organized as explained above, your work is done!

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

PHONEME DESCRIPTION:

Phoneme manifests itself in the form of a 4GB sample pack consisting of 26 folders organized by object, totaling a staggering 2,068 24bit 96kHz files.

Phoneme is the fourth installment in a series of sample libraries featuring unprocessed recordings. This collection features recordings of sound designer Ivo Ivanov's private collection of exotic percussion instruments, including giant sleigh bells in various sizes, a dozen professional jaw harps and various esoteric percussion instruments.

Like the other entries in the series, Phoneme 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.

Phoneme 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, Phoneme 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, Phoneme 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. Phoneme is the fourth installment in this series and this pack features a number of unusual instruments.

I've been collecting unusual percussion instruments for a while now, among which are my giant sleigh bells and jaw harps, which are the highlight of this pack. I've included recordings of my full set of giant sleigh bells, including an extra 12" version that I had custom made by the maker. This massive bell sounds especially menacing and has really interesting characteristics that ultimately make it my favorite of the set. For all of these bell recordings, I did my best to perform various articulations as well as impacts, so that the end-user can easily adapt them to a broad variety of creative contexts.

The collection of jaw harp recordings on offer here include my coveted collection of professional harps, including several custom hand-made harps that are difficult to source and extremely rare. My favorites of the set are the giant "ultra bass" versions, as well as the dual harp and very rare brushed titanium double harp. To add to the collection, I've also included recordings of some of my other unusual percussion instruments, including liquid bells, nano chime, spring bowl and spring drum.

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:

Giant_Sleigh_Bell_3_Inch	102	Giant_Sleigh_Bell_4_Inch	120
Giant_Sleigh_Bell_5_Inch	134	Giant_Sleigh_Bell_6_Inch	86
Giant_Sleigh_Bell_8_Inch	89	Giant_Sleigh_Bell_12_Inch_Custom_Articulations	96
Giant_Sleigh_Bell_12_Inch_Custom_Impacts	130	Jaw_Harp_Amulet	38
Jaw_Harp_Comet	96	Jaw_Harp_Dragon	11
Jaw_Harp_Duality	35	Jaw_Harp_Enigma_A	88
Jaw_Harp_Enigma_B	118	Jaw_Harp_Mystic	37
Jaw_Harp_Omen	41	Jaw_Harp_Pandora	46
Jaw_Harp_Serpent	84	Jaw_Harp_Shaman	23
Jaw_Harp_Tyrant	19	Liquid_Bell_Muted	73
Liquid_Bell_Ringing	97	Liquid_Drum	82
Liquid_Percussion	117	Nanochime	76
Spring_Bowl	140	Spring_Drum_Large	90

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)

Thanks for purchasing Phoneme!

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

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