USER GUIDE

EXONODE

EXONODE // CREDITS

SOUND DESIGN AND SAMPLE CONTENT:

Ivo Ivanov

PRODUCT GRAPHICS:

Ivo Ivanov

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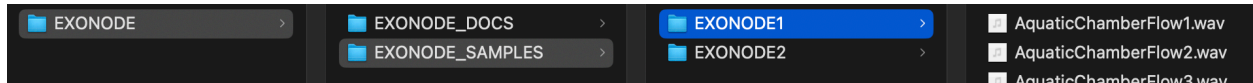
If you require tech support, you may reach us at: glitchmachines.sales@gmail.com
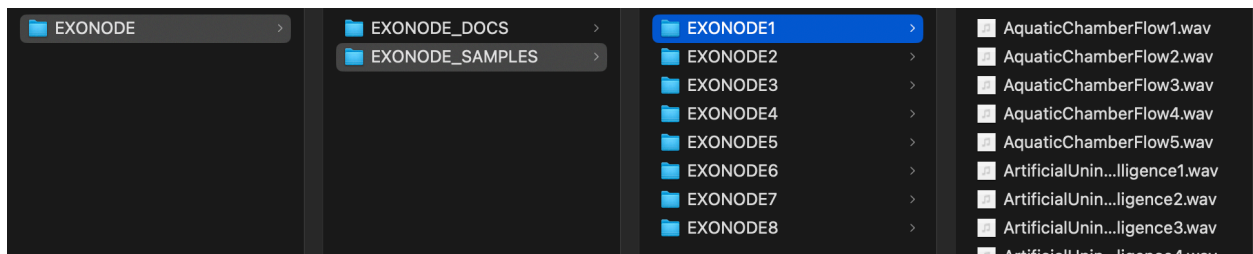
SETUP:

Due to this pack's significant size, it has been split up into 4 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 **EXONODE.zip** already contains the proper file structure, including the Docs folder and Samples folder, along with two of the content folders as shown below:

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

EXONODE DESCRIPTION:

Exonode features 1,207 designed sound effects with an abstract high-tech aesthetic.

Sound designer Ivo Ivanov brings us a brand new collection of designed sound effects, including shape-shifting spectral elements, intricate electronic glitches, twisted humanoid expressions , high-tech interface articulations, abstract distorted fragments, mutated biomechanical impacts and ancient alien artifacts that defy categorization.

Exonode comes with 2.75GB of 24bit/96kHz .wav audio content geared toward music production, game audio and motion graphic design. Whether you're working on a blockbuster sci-fi shooter game, a modern electronic music album or a high-tech product advertisement, you will find this collection to be an indispensable resource.

SAMPLE CONTENT OVERVIEW:

EXONODE1	155	Spectral/Granular/Distortion/Glitch Sound Effects
EXONODE2	148	Spectral/Granular/Distortion/Glitch Sound Effects
EXONODE3	150	Spectral/Granular/Distortion/Glitch Sound Effects
EXONODE4	140	Spectral/Granular/Distortion/Glitch Sound Effects
EXONODE5	160	Spectral/Granular/Distortion/Glitch Sound Effects
EXONODE6	143	Spectral/Granular/Distortion/Glitch Sound Effects
EXONODE7	148	Spectral/Granular/Distortion/Glitch Sound Effects
EXONODE8	163	Modular Synth Sound Effects

EXONODE CONTENT SYNOPSIS:

Exonode is part of a series of abstract sound effects that are geared toward electronic music production, game audio and post production applications. This pack joins the lineup along with other critically acclaimed sound effects collections Vimana, Biomorph, Microsphere, Chimera and Syndrone. Exonode features brand new effects that complement the established futuristic aesthetic of this sound effects series.

The sound effects in this collection were created by recording and meticulously editing, layering and processing thousands of sounds sourced from countless experiments with granular synthesis, spectral processing, modular synthesis, and tampering with physical modeling algorithms and various types of hardware and software distortion devices.

While all of the sounds in this collection are production-ready, our sound effects are never overly compressed or otherwise processed to sound "in your face" because we feel that, while this may make them initially sound more impressive, it almost always limits the way they can be integrated into existing projects. Therefore, great care is taken to pinpoint the essence of what makes a sound interesting, while avoiding any brute force processing that would prevent it from fitting into a broad variety of contexts. Vast potential also lies in the possibilities presented by loading a bank of sounds from a folder to your favorite sampler and mapping them across the key-range of your controller so that you can perform gestures in real-time and record the resulting output.

You'll note that we used stylized naming conventions throughout the pack. We are aware that some users may prefer more traditional naming conventions, however that approach does not lend itself well to the abstract nature of our sound effects. We prefer creative labeling and feel that it encourages the user to use their ears and imagination.

Thanks for purchasing Exonode!

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