

MICROSPHERE // 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 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.

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.

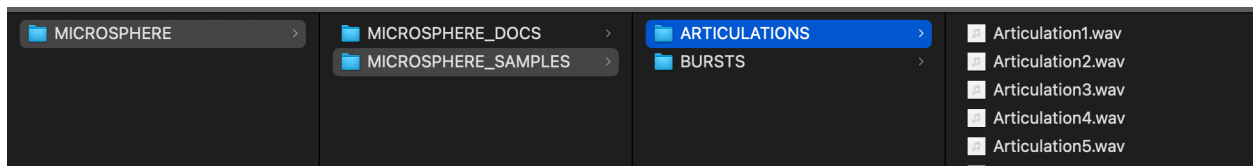
If you require tech support, you may reach us at: glitchmachines.sales@gmail.com

SETUP:

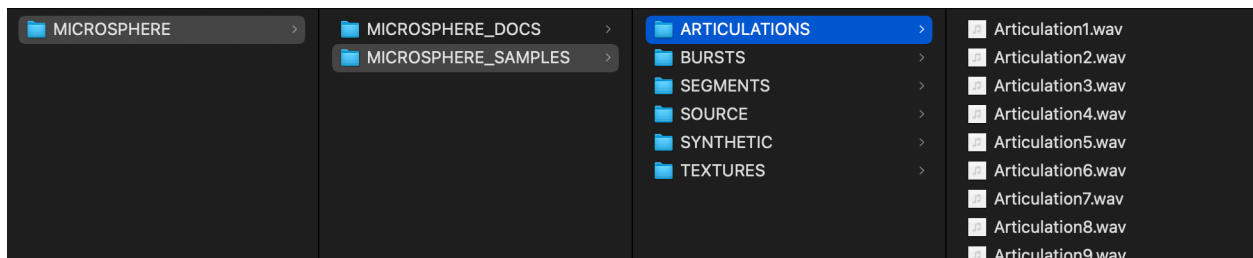
Due to this pack's significant size, it has been split up into 5 separate parts which you will need to download individually.

All you have to do is to consolidate the contents of the separate parts into the appropriate folder as explained below.

MICROSPHERE.zip already contains the main folder architecture and two of the sample sub-folders (Articulations & Bursts) as shown below:



Simply place the contents of zip files 2-5 into MICROSPHERE_SAMPLES until you have the fully populated folder 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.

MICROSPHERE DESCRIPTION:

Microsphere is a sci-fi sample pack by sound designer Ivo Ivanov, focused on the analysis of a hidden sonic universe.

Microsphere comes with 4GB of 24bit 96kHz .wav audio content, including abstract interface tones, detailed scientific computations, hyper-dimensional holographic grids, precision motion gesture signals and intricate interference bursts. Designed to be equally geared toward music, game and multimedia applications, this sample pack is brought to you in the highest possible definition and developed with some of the most sophisticated audio manipulation tools in existence.

By recording electromagnetic fields with special equipment, we have captured an exotic collection of hidden sounds, including audible data transmissions, noise-beds, code sequences, noise bursts and other aural artifacts normally concealed from our sensory perception. Every imaginable source was captured, including scanners, cameras, toys, modems, hard drives, tools, appliances, motors and we even included the raw source material for you to work with.

To reinforce the pack's unique aesthetic and maximize its sonic potential, Microsphere also includes a distinctive ensemble of synthetic tones and textures. This content was sourced from an assortment of boutique hardware devices, synthesizer modules and hybrid soft synths, and processed using an eclectic variety of specialized software and unconventional production techniques.

Whether you are creating complex layered transitions for a cutting edge electronic music project, building hi-tech weapon effects for a blockbuster sci-fi shooter or designing robotic articulations for a futuristic animated feature film trailer, Microsphere delivers an extraordinary palette of sound that will take your productions into uncharted territory.

SAMPLE CONTENT OVERVIEW:

We have used a special set of stereo pickup microphones to record every possible variety of noise we could access. These sessions ultimately became a large 20GB collection of recordings, which we then painstakingly edited segment by segment in order to ultimately bring you the final selections heard in this library.

On top of the designed sounds, we also included a bank of synthesized sounds that pair well with the electromagnetic material. Our goal was to use numerous sources such as modular synths, analog hardware, and hybrid digital soft synths in order to capture a diverse range of synth effects. You also get a folder packed with the unprocessed, raw source material.

Microsphere is split into the following 6 parts:

- **ARTICULATIONS:** Sounds with attributes of movement
- **BURSTS:** Fast & short sounds
- **SEGMENTS:** Tonal sequences & elaborate passages
- **SOURCE:** Unprocessed source recordings
- **SYNTHETIC:** Synthesized sounds
- **TEXTURES:** Long drones & textures

Microsphere is also available as an official Ableton Live Pack featuring extra content including custom clips and scenes, as well as a Max for Live device created by Ableton (we did not create this device - for technical support regarding that aspect of the pack, please contact Ableton tech support).

Note that the Ableton Live Pack does not include the SOURCE component of this pack.

Check out the Ableton pack here: [MICROSPHERE ABLETON PACK](#)

Thanks for purchasing Microsphere!

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