



DARK SKIES

CINEMATIC AMBIENCES

FOLDER
(and description)

SAMPLES
WAV/AIFF

INSTRUMENTS
Kontakt / EXS24 / NN-XT

AMBIENCES

Aquasonic

'Aquasonic' is composed of sounds inspired by water: submarines and creaking ship decks echoing under the pressure of the ocean, deep sea vibrations, mysterious currents, and various other bubbling aquatic manipulations. During the research phase of this project, sessions with hydrophonic microphones were completed to record and analyze the effects of water and other liquids on sound. The result of this laborious but rewarding endeavor was a unique collection of dynamic filtering algorithms that emulate the observed sonic qualities.

Aquasonic - Aqua Drone
Aquasonic - Below Decks 1
Aquasonic - Below Decks 2
Aquasonic - Black Lagoon 1
Aquasonic - Black Lagoon 2
Aquasonic - Bubble Deep
Aquasonic - Bubble
Aquasonic - Lost At Sea
Aquasonic - Nautis 1
Aquasonic - Nautis 2
Aquasonic - Scubatone
Aquasonic - Sphere
Aquasonic - Sub Deep
Aquasonic - Sub Drone
Aquasonic - Submersible
Aquasonic - The Abyss
Aquasonic - The Brigg

Aquasonic -All
Aquasonic - Aqua Drone
Aquasonic - Below Decks 1
Aquasonic - Below Decks 2
Aquasonic - Black Lagoon 1
Aquasonic - Black Lagoon 2
Aquasonic - Bubble Deep
Aquasonic - Bubble
Aquasonic - Lost At Sea
Aquasonic - Nautis 1
Aquasonic - Nautis 2
Aquasonic - Scubatone
Aquasonic - Sphere
Aquasonic - Sub Deep
Aquasonic - Sub Drone
Aquasonic - Submersible
Aquasonic - The Abyss
Aquasonic - The Brigg

Cinematic

'Cinematic' represents modern film aesthetics incarnate within intricate sonic worlds. The collection features traditional orchestral arrangements, with integrated musique concrete and pure synthesis techniques forming a unique sonic fusion. Notable within these textures are live recordings of custom metal instruments that were manipulated and re-synthesized in the studio, stripping away inharmonic partials to reveal beautiful pure metallic tones.

Cinematic - Basement
Cinematic - Cine Amb 1
Cinematic - Cine Amb 2
Cinematic - Cine Amb 3
Cinematic - Cine Amb 4
Cinematic - Cine Amb 5
Cinematic - Cine Amb 6
Cinematic - Cine Amb 7
Cinematic - Cine Amb 8
Cinematic - Digital Orch
Cinematic - Discovery 1
Cinematic - Discovery 2
Cinematic - Draw Breath
Cinematic - Drift In Sleep
Cinematic - Fatal Blow
Cinematic - Horror Cue 1
Cinematic - Idiophonic
Cinematic - Last Breath
Cinematic - Macabre I
Cinematic - Macabre II
Cinematic - Macabre III
Cinematic - Macabre IV
Cinematic - Main Event
Cinematic - Metallic Swell
Cinematic - Nacht Musik
Cinematic - Sinister Deep
Cinematic - Suspect Circum
Cinematic - Trash Darkscore
Cinematic - Tunnel Drone
Cinematic - Twisted Metal

Cinematic -All
Cinematic - Basement
Cinematic - Cine Amb 1
Cinematic - Cine Amb 2
Cinematic - Cine Amb 3
Cinematic - Cine Amb 4
Cinematic - Cine Amb 5
Cinematic - Cine Amb 6
Cinematic - Cine Amb 7
Cinematic - Cine Amb 8
Cinematic - Digital Orch
Cinematic - Discovery 1
Cinematic - Discovery 2
Cinematic - Draw Breath
Cinematic - Drift In Sleep
Cinematic - Fatal Blow
Cinematic - Horror Cue 1
Cinematic - Idiophonic
Cinematic - Last Breath
Cinematic - Macabre I
Cinematic - Macabre II
Cinematic - Macabre III
Cinematic - Macabre IV
Cinematic - Main Event
Cinematic - Metallic Swell
Cinematic - Nacht Musik
Cinematic - Sinister Deep
Cinematic - Suspect Circum
Cinematic - Trash Darkscore
Cinematic - Tunnel Drone
Cinematic - Twisted Metal

Darkness

'Darkness' consists of textures and soundscapes inspired by night: deserted street, trash cans clanking, flickering streetlights, sleazy bars, and dark, shadowy figures. Several of these images form the basis of 'Stoner': a trip down a shady back alley in the wrong end of town. In 'Deep and Dark', the emptiness of night is explored.

Darkness - Alien Bed
Darkness - Ambient Lurker
Darkness - Arctic Breath
Darkness - Bizarre Swell
Darkness - Bleak City
Darkness - Dark Shifter
Darkness - Dark Territory
Darkness - Dead Of Night
Darkness - Deep And Dark 1
Darkness - Deep And Dark 2
Darkness - Deep And Dark 3
Darkness - Deep And Dark 4
Darkness - Deep Breath
Darkness - Deja Vu
Darkness - Descender

Darkness -All
Darkness - Alien Bed
Darkness - Ambient Lurker
Darkness - Arctic Breath
Darkness - Bizarre Swell
Darkness - Bleak City
Darkness - Dark Shifter
Darkness - Dark Territory
Darkness - Dead Of Night
Darkness - Deep And Dark 1
Darkness - Deep And Dark 2
Darkness - Deep And Dark 3
Darkness - Deep And Dark 4
Darkness - Deep Breath
Darkness - Deja Vu
Darkness - Descender

Darkness - Fire In The Sky
Darkness - Junk Cue
Darkness - Lochness
Darkness - Lofi Deep Amb
Darkness - Lofi Deep
Darkness - Lofi Vinyl
Darkness - Metallic Bender
Darkness - Scratcher
Darkness - Sinner
Darkness - Sound Darkness
Darkness - Spooked
Darkness - Stoneage
Darkness - Stoner
Darkness - Techno Ghost
Darkness - The Reaper
Darkness - Titanica
Darkness - Topside
Darkness - Tugboat
Darkness - Twilight
Darkness - Wilderness

Darkness - Fire In The Sky
Darkness - Junk Cue
Darkness - Lochness
Darkness - Lofi Deep Amb
Darkness - Lofi Deep
Darkness - Lofi Vinyl
Darkness - Metallic Bender
Darkness - Scratcher
Darkness - Sinner
Darkness - Sound Darkness
Darkness - Spooked
Darkness - Stoneage
Darkness - Stoner
Darkness - Techno Ghost
Darkness - The Reaper
Darkness - Titanica
Darkness - Topside
Darkness - Tugboat
Darkness - Twilight
Darkness - Wilderness

Dirty

Dark and dilapidated spaces, filthy and disease ridden, house dark secrets and negative energies in the soundscapes of 'Dirty'. Rusty oil drums, along with other forms of garbage, form the sound sources of these textures, which range from the nightmare world of 'Darkscape' to the dusty but uplifting ascent of 'Fuzz Sweeper 2'.

Dirty - Darkscape
Dirty - Distodrone
Dirty - Fendacea
Dirty - Flute Fuzz
Dirty - Future Dirt
Dirty - Fuzz Sweeper 1
Dirty - Fuzz Sweeper 2
Dirty - Fuzzy Flight
Dirty - Gracious
Dirty - Ripper
Dirty - Shaper Amb 1
Dirty - Shaper Amb 2
Dirty - Volcanic Phaser
Dirty - Volcanic

Dirty -All
Dirty - Darkscape
Dirty - Distodrone
Dirty - Fendacea
Dirty - Flute Fuzz
Dirty - Future Dirt
Dirty - Fuzz Sweeper 1
Dirty - Fuzz Sweeper 2
Dirty - Fuzzy Flight
Dirty - Gracious
Dirty - Ripper
Dirty - Shaper Amb 1
Dirty - Shaper Amb 2
Dirty - Volcanic Phaser
Dirty - Volcanic

Firedrone

Blazing drones of plasma spewing photonic energy shred the sonic space in 'Firedrone'.

Firedrone - Firedrone 1
Firedrone - Firedrone 2
Firedrone - Firedrone 3
Firedrone - Firedrone 4
Firedrone - Firedrone 5
Firedrone - Firedrone 6
Firedrone - Flamestriker
Firedrone - Mach Drone
Firedrone - Sizzle Sweep
Firedrone - Sweeping Flames

Firedrone -All
Firedrone - Firedrone 1
Firedrone - Firedrone 2
Firedrone - Firedrone 3
Firedrone - Firedrone 4
Firedrone - Firedrone 5
Firedrone - Firedrone 6
Firedrone - Flamestriker
Firedrone - Mach Drone
Firedrone - Sizzle Sweep
Firedrone - Sweeping Flames

Futurescape

The textures of 'Futurescape' open a window into a possible future world where natural life has been superseded by the artificial. In 'Circuit Bent' a scout searches the crevices of old dilapidated buildings for remaining human survivors, while huge destroyers prowl the ruined cityscape in 'Control Hub'.

Futurescape - Amb Spinner
Futurescape - Breath
Futurescape - Circuit Bend
Futurescape - Control Hub
Futurescape - Digigram
Futurescape - Driven Waves
Futurescape - Factory Drone
Futurescape - Future Amb 1
Futurescape - Future Amb 2
Futurescape - Future Blend
Futurescape - Future Deep
Futurescape - Future Drone
Futurescape - Future Live
Futurescape - Future Shock
Futurescape - Future Sweep
Futurescape - Futurescape 1
Futurescape - Futurescape 2
Futurescape - Futurescape 3
Futurescape - Futurescape 4
Futurescape - Futurescape 5
Futurescape - Futurescape 6
Futurescape - Futurescape 7
Futurescape - Liq Ringmod
Futurescape - Pierced 1
Futurescape - Pierced 2
Futurescape - Pierced 3
Futurescape - Two Thousand

Futurescape -All
Futurescape - Amb Spinner
Futurescape - Breath
Futurescape - Circuit Bend
Futurescape - Control Hub
Futurescape - Digigram
Futurescape - Driven Waves
Futurescape - Factory Drone
Futurescape - Future Amb 1
Futurescape - Future Amb 2
Futurescape - Future Blend
Futurescape - Future Deep
Futurescape - Future Drone
Futurescape - Future Live
Futurescape - Future Shock
Futurescape - Future Sweep
Futurescape - Futurescape 1
Futurescape - Futurescape 2
Futurescape - Futurescape 3
Futurescape - Futurescape 4
Futurescape - Futurescape 5
Futurescape - Futurescape 6
Futurescape - Futurescape 7
Futurescape - Liq Ringmod
Futurescape - Pierced 1
Futurescape - Pierced 2
Futurescape - Pierced 3
Futurescape - Two Thousand

Horrific

'Horrific' is composed gratuitously painful and offensive crackles, screeches, and whines, allowed to inhabit and evolve within dark, midnight environments. 'Apparitions 2' presents the listener with ghostly vocal washes juxtaposed by distorted flaming screams. 'Gravedigger' sucks the listener through crackling radio static into a hellish night realm where an evil being awaits them.

Horrific - Apparitions 1
Horrific - Apparitions 2
Horrific - Big Sting
Horrific - Funerailles
Horrific - Grave Digger
Horrific - Graveyard
Horrific - Horrific 1
Horrific - Horrific 2
Horrific - Horrific 3
Horrific - Horror Moment 1
Horrific - Horror Moment 2
Horrific - Horror Moment 3
Horrific - Horror Moment 4
Horrific - Movement All
Horrific - Poison
Horrific - Quantum Comm
Horrific - Screecher

Horrific -All
Horrific - Apparitions 1
Horrific - Apparitions 2
Horrific - Big Sting
Horrific - Funerailles
Horrific - Grave Digger
Horrific - Graveyard
Horrific - Horrific 1
Horrific - Horrific 2
Horrific - Horrific 3
Horrific - Horror Moment 1
Horrific - Horror Moment 2
Horrific - Horror Moment 3
Horrific - Horror Moment 4
Horrific - Movement All
Horrific - Poison
Horrific - Quantum Comm
Horrific - Screecher

Horrific - Slasher
Horrific - Soul Extraction
Horrific - Underneath
Horrific - Wailing 1
Horrific - Wailing 2
Horrific - Wailing Amb
Horrific - Wind Calling
Horrific - Wiregrator

Horrific - Slasher
Horrific - Soul Extraction
Horrific - Underneath
Horrific - Wailing 1
Horrific - Wailing 2
Horrific - Wailing Amb
Horrific - Wind Calling
Horrific - Wiregrator

Machine Room

'Machine Room' is a collection of complex textures describing demonic mechanical processes: inorganic systems powered by dark, malevolent forces. Examples include 'Industrial Startup', where an evil force embedded within a digital system is awakened and gains momentum, and 'Distant Startup'; a sonic representation of a escalator descending into a dark underworld. Others, such as 'Belly of the Machine' and 'Mechacity' involve multiple systems interacting within a three dimensional space.

M Room - Ancient Mechanics
M Room - Belly Of The M
M Room - Bizzare Mechanism
M Room - Combuster 1
M Room - Combuster 2
M Room - Concrete Ambience
M Room - Concrete Element
M Room - Death M
M Room - Distant Startup
M Room - Distant Works
M Room - Engine Amb
M Room - Faderpad
M Room - Indust Accident
M Room - Industry Startup
M Room - M Room 1
M Room - M Room 2
M Room - M Room 3
M Room - M Room 4
M Room - Mechacity
M Room - The Grind

M Room - The Grind
M Room - Ancient Mechanics
M Room - Belly Of The M
M Room - Bizzare Mechanism
M Room - Combuster 1
M Room - Combuster 2
M Room - Concrete Ambience
M Room - Concrete Element
M Room - Death M
M Room - Distant Startup
M Room - Distant Works
M Room - Engine Amb
M Room - Faderpad
M Room - Indust Accident
M Room - Industry Startup
M Room - M Room 1
M Room - M Room 2
M Room - M Room 3
M Room - M Room 4
M Room - Mechacity
M Room - The Grind

Mellowscape

The glassy beams of light, fresh morning dew, and washes angelic foam all serve to take the listener into a calming, hypnotic space with 'Mellowscape'. Sound sources and modulators include natural soundscapes and instrumental / vocal pads, along with synthesized textures and FX.

Mellow - All Vocal
Mellow - Aviation
Mellow - Bellwarper
Mellow - Bow Pad
Mellow - Chill Deep
Mellow - Choral Sweep
Mellow - Devine Light
Mellow - Enlightenment Swp
Mellow - Enlightenment
Mellow - Ethno
Mellow - Genesis Fuzz
Mellow - Glassia
Mellow - Hit The Breaks
Mellow - Hypnotist
Mellow - Luna Chorus
Mellow - Luna
Mellow - Medicine Man

Mellowscape -All
Mellow - All Vocal
Mellow - Aviation
Mellow - Bellwarper
Mellow - Bow Pad
Mellow - Chill Deep
Mellow - Choral Sweep
Mellow - Devine Light
Mellow - Enlightenment Swp
Mellow - Enlightenment
Mellow - Ethno
Mellow - Genesis Fuzz
Mellow - Glassia
Mellow - Hit The Breaks
Mellow - Hypnotist
Mellow - Luna Chorus
Mellow - Luna
Mellow - Medicine Man

Mellow - Meditation

Mellow - Mellow 1

Mellow - Mellow 2

Mellow - Mellow 3

Mellow - Mellow 4

Mellow - Mellow 5

Mellow - Mellow 6

Mellow - Mellow 7

Mellow - Native Vista

Mellow - Nocturne Stress

Mellow - Nocturne

Mellow - Peaceful I

Mellow - Peaceful Ii

Mellow - Peaceful Iii

Mellow - Pilgrim

Mellow - Sahara

Mellow - Starshine

Mellow - Synthetic Swell

Mellow - Walkabout

Mellow - Warmth

Mellow - Meditation

Mellow - Mellow 1

Mellow - Mellow 2

Mellow - Mellow 3

Mellow - Mellow 4

Mellow - Mellow 5

Mellow - Mellow 6

Mellow - Mellow 7

Mellow - Native Vista

Mellow - Nocturne Stress

Mellow - Nocturne

Mellow - Peaceful I

Mellow - Peaceful Ii

Mellow - Peaceful Iii

Mellow - Pilgrim

Mellow - Sahara

Mellow - Starshine

Mellow - Synthetic Swell

Mellow - Walkabout

Mellow - Warmth

Neon Orchestra

Traditional and alternative orchestral effects where taken to new heights through digital and analogue processing in 'Neon Orchestra'. Included in this section are the grating drones of bowed guitars and metals, dense string clusters, vocal clusters, and distorted flute FX.

Neon Orch - Atonal Brass 1

Neon Orch - Atonal Brass 2

Neon Orch - Axe Ponti 1

Neon Orch - Axe Ponti 2

Neon Orch - Bent Ivory

Neon Orch - Choral Susp

Neon Orch - Concrete Orch

Neon Orch - Deep Bow Amb

Neon Orch - Horror Strings

Neon Orch - Infin Chorus 1

Neon Orch - Infin Chorus 2

Neon Orch - Orch Silence

Neon Orch - Orchestral Pass

Neon Orch - Saw Room

Neon Orch - Serial String

Neon Orch - String Drone

Neon Orch - String Theory

Neon Orch - Tubular Amb 1

Neon Orch - Tubular Amb 2

Neon Orch - Tubular

Neon Orch - Twist String 1

Neon Orch - Twist String 2

Neon Orch - Vinyl Orchestra

Neon Orchestra -All

Neon Orch - Atonal Brass 1

Neon Orch - Atonal Brass 2

Neon Orch - Axe Ponti 1

Neon Orch - Axe Ponti 2

Neon Orch - Bent Ivory

Neon Orch - Choral Susp

Neon Orch - Concrete Orch

Neon Orch - Deep Bow Amb

Neon Orch - Horror Strings

Neon Orch - Infin Chorus 1

Neon Orch - Infin Chorus 2

Neon Orch - Orch Silence

Neon Orch - Orchestral Pass

Neon Orch - Saw Room

Neon Orch - Serial String

Neon Orch - String Drone

Neon Orch - String Theory

Neon Orch - Tubular Amb 1

Neon Orch - Tubular Amb 2

Neon Orch - Tubular

Neon Orch - Twist String 1

Neon Orch - Twist String 2

Neon Orch - Vinyl Orchestra

Nightmare

Nightmare - Dead Of Night

Nightmare -All

Nightmare - Dead Of Night

With insane, time-stretched wails and ghostly breaths, 'Nightmare' caters strongly to the horror buff. The ghouls can be heard chattering behind the veil of darkness in 'The Others', while the ironically titled 'Painless' takes the listener through an agonizing trip to Hell!

Rectifier

Overloaded circuits, burning valves, and harsh quantizations form the aesthetic basis of these crunchy, distorted soundscapes.

Sci Fi

From the 1950's alien FX of 'B-Movie' and synthetic aleatoric melodies of 'Tripped Out', to the new millenia soundscape of 'Sci-Fi Showcase', 'Spectrum Feedback' and 'Machine City', 'Sci-Fi' stretches the boundaries of aesthetics. Whether in reminiscence of the past or anticipation of the future, these textures are certain to transport the listener into a their twisted alien realities.

Nightmare - Highwind
Nightmare - Nightmare 1
Nightmare - Nightmare 2
Nightmare - Nightmare 3
Nightmare - Nightmare 4
Nightmare - Painless
Nightmare - Sting 1
Nightmare - Sting 2
Nightmare - The Descent
Nightmare - The Others

Rectifier - Burn Out
Rectifier - Deep Rectifier
Rectifier - Fire Amb 1
Rectifier - Fire Amb 2
Rectifier - Rect Space 1
Rectifier - Rect Space 2
Rectifier - Staticity
Rectifier - Strikeshift

Sci Fi - Alien Ears
Sci Fi - Andromeda Strain
Sci Fi - B-Movie
Sci Fi - Cosmic Rays
Sci Fi - Cryostasis
Sci Fi - Curves
Sci Fi - Cyberdrone
Sci Fi - Datacrusher
Sci Fi - Digital Spectre
Sci Fi - Digitizer
Sci Fi - Dizzolver Amb
Sci Fi - Ethernet
Sci Fi - Faulty
Sci Fi - Future Drone
Sci Fi - Glimmerdrone
Sci Fi - Gradius
Sci Fi - L-Ambience
Sci Fi - Machine City 1
Sci Fi - Machine City 2
Sci Fi - Otherworld 1
Sci Fi - Otherworld 2
Sci Fi - Pulsewidth
Sci Fi - Quantum Motion
Sci Fi - Robot Axeman
Sci Fi - Sci Fi Deep
Sci Fi - Sci Fi Showcase

Nightmare - Highwind
Nightmare - Nightmare 1
Nightmare - Nightmare 2
Nightmare - Nightmare 3
Nightmare - Nightmare 4
Nightmare - Painless
Nightmare - Sting 1
Nightmare - Sting 2
Nightmare - The Descent
Nightmare - The Others

Rectifier -All
Rectifier - Burn Out
Rectifier - Deep Rectifier
Rectifier - Fire Amb 1
Rectifier - Fire Amb 2
Rectifier - Rect Space 1
Rectifier - Rect Space 2
Rectifier - Staticity
Rectifier - Strikeshift

Sci Fi -All
Sci Fi - Alien Ears
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Sci Fi - Ethernet
Sci Fi - Faulty
Sci Fi - Future Drone
Sci Fi - Glimmerdrone
Sci Fi - Gradius
Sci Fi - L-Ambience
Sci Fi - Machine City 1
Sci Fi - Machine City 2
Sci Fi - Otherworld 1
Sci Fi - Otherworld 2
Sci Fi - Pulsewidth
Sci Fi - Quantum Motion
Sci Fi - Robot Axeman
Sci Fi - Sci Fi Deep
Sci Fi - Sci Fi Showcase

Sci Fi - Science Cue
Sci Fi - Spectrum Feedback
Sci Fi - Starship Sub Amb
Sci Fi - Strange Twister
Sci Fi - Switch Shift
Sci Fi - Technology Drop
Sci Fi - Time Bender
Sci Fi - Tripped Out

Sci Fi - Science Cue
Sci Fi - Spectrum Feedback
Sci Fi - Starship Sub Amb
Sci Fi - Strange Twister
Sci Fi - Switch Shift
Sci Fi - Technology Drop
Sci Fi - Time Bender
Sci Fi - Tripped Out

Synthetic

Created through pure synthesis techniques, the sounds of Synthetic are abstract waveforms that shimmer and ripple across the full aural range. Shards of light, sparkling stars, and angelic choral clusters make up these beautiful component textures.

Synthetic - Ambient Junk
Synthetic - Ambisweep
Synthetic - Exstatic
Synthetic - Filter Wash
Synthetic - Fresh Air
Synthetic - Hightime
Synthetic - Liquid Grainer
Synthetic - Modulation
Synthetic - Morpher
Synthetic - Ocean Swell
Synthetic - Optimystic
Synthetic - Panshifter
Synthetic - Rippling Bells
Synthetic - Sublime
Synthetic - Synthetic 1

Synthetic -All
Synthetic - Ambient Junk
Synthetic - Ambisweep
Synthetic - Exstatic
Synthetic - Filter Wash
Synthetic - Fresh Air
Synthetic - Hightime
Synthetic - Liquid Grainer
Synthetic - Modulation
Synthetic - Morpher
Synthetic - Ocean Swell
Synthetic - Optimystic
Synthetic - Panshifter
Synthetic - Rippling Bells
Synthetic - Sublime
Synthetic - Synthetic 1

Technology

The textures and timbres of futuristic machines, systems, and landscapes are the primary subject matter of 'Technology'; a collection of pure synthesis and concrete worlds that shift and shimmer within 3-dimensional space. In the alien domain of 'Technology', artificial intelligence has taken over, leaving little trace of the natural world. Textures include the number crunching of advanced futuristic processors in 'Binary Sphere', and the cold, machine dominated environments of 'Datacrusher' and 'Short Circuit'.

Tech - Binary Pad
Tech - Binary Sphere
Tech - Binary Sweep
Tech - Coma Ambience
Tech - Combadrone 1
Tech - Data Corruption
Tech - Datacrusher 1
Tech - Deepspace Amb
Tech - Digital Sweep Drone
Tech - Essandi
Tech - Grain Reduction
Tech - Live Wire I
Tech - Live Wire Ii
Tech - Live Wire Iii
Tech - Mainframe
Tech - Metallic Wilderness
Tech - Nerve Centre 1
Tech - Nerve Centre 2
Tech - Power Chord
Tech - Power Surge
Tech - Shimmer I

Technology -All
Tech - Binary Pad
Tech - Binary Sphere
Tech - Binary Sweep
Tech - Coma Ambience
Tech - Combadrone 1
Tech - Data Corruption
Tech - Datacrusher 1
Tech - Deepspace Amb
Tech - Digital Sweep Drone
Tech - Essandi
Tech - Grain Reduction
Tech - Live Wire I
Tech - Live Wire Ii
Tech - Live Wire Iii
Tech - Mainframe
Tech - Metallic Wilderness
Tech - Nerve Centre 1
Tech - Nerve Centre 2
Tech - Power Chord
Tech - Power Surge
Tech - Shimmer I

Tech - Shimmer Ii
Tech - Short Circuit
Tech - Siren
Tech - Tech Drone I
Tech - Tech Drone Ii
Tech - Tech Panner
Tech - Technoscore
Tech - The Works
Tech - Truck Stop
Tech - World War

Tech - Shimmer Ii
Tech - Short Circuit
Tech - Siren
Tech - Tech Drone I
Tech - Tech Drone Ii
Tech - Tech Panner
Tech - Technoscore
Tech - The Works
Tech - Truck Stop
Tech - World War

CONSTRUCTION KITS

Ambient Score

Beams

The construction kits in this section present various samples within the context of a short musical / sound design piece. The kits are categorized under four general headings: Ambient Score, Dark Score, Science Core, and Textural. 'Beams' is a dark world with gothic bell tones and a chilling graveyard atmosphere.

Beams - Cue
Beams - Danger Drop
Beams - Disturbance
Beams - Earth Mover
Beams - Mech Sweep
Beams - Metal I
Beams - Metal Ii
Beams - Screamer
Beams - Stress Strain
Beams - Vapor

Beams -All
Beams - Cue
Beams - Danger Drop
Beams - Disturbance
Beams - Earth Mover
Beams - Mech Sweep
Beams - Metal I
Beams - Metal Ii
Beams - Screamer
Beams - Stress Strain
Beams - Vapor

Blacksmith

Within red hot forge of 'Blacksmith', molten iron bubbles, high pressure steam vents, and huge slabs of metal impact:

Bsmith - Cue
Bsmith - Ferric Strike
Bsmith - Furnace Ambience
Bsmith - Furnace Sweep
Bsmith - Stream Vent

Blacksmith -All
Bsmith - Cue
Bsmith - Ferric Strike
Bsmith - Furnace Ambience
Bsmith - Furnace Sweep
Bsmith - Stream Vent

Boiler Room

Steam engines, high pressure steam, and deep space all add to the auditory imagery of this basement soundscape:

B Room - Cue
B Room - Chromatic Descent
B Room - Deep Ambience L
B Room - Deep Ambience
B Room - Mech Ambience L
B Room - Mech Ambience
B Room - Mech Hit
B Room - Pianoverb
B Room - Stationverb I
B Room - Stationverb Ii

Boiler Room -All
B Room - Cue
B Room - Chromatic Descent
B Room - Deep Ambience L
B Room - Deep Ambience
B Room - Mech Ambience L
B Room - Mech Ambience
B Room - Mech Hit
B Room - Pianoverb
B Room - Stationverb I
B Room - Stationverb Ii

Concrete Text

Concrete - Cue

Concrete Text -All
Concrete - Cue

Death tolls and grating timbres and drones set the tone of this unnerving piece:

Dangerous Streets

Sounds of dark, dangerous streets, late at night, with howling winds and rattling trashcans:

Geothermal

Deep within the ocean, geothermal activity fuels strange and otherworldly ecosystems where strange organisms dwell:

Glass Work

Layers of harmonic glass tones and unstable string clusters create a dissonant and foreboding atmosphere:

Hot Cold

Shocking stingers contrast with eerie ambient textures and washes:

Old House

Water drips through the holes in the ceiling of the old, airing rooms full of dark secrets and unsolved mysteries:

Concrete - Death Rattle I
Concrete - Death Rattle Ii
Concrete - DeathRattle Deep
Concrete - Deep Pan
Concrete - Gong Ambience I
Concrete - Gong Ambience Ii

Dangerous - Cue
Dangerous - Cracks
Dangerous - Creep Ambience
Dangerous - Dronings
Dangerous - Stoney Broke

Geothermal - Deep Under
Geothermal - Lifeforms
Geothermal - Living Breath
Geothermal - Pressure
Geothermal - Vents Loop
Geothermal - Vents Swell

Glass Work - Cue
Glass Work - Ferrous
Glass Work - Glass Ambience
Glass Work - Glass
Glass Work - Hydro
Glass Work - Metal Verb
Glass Work - Piano
Glass Work - Strings Loop
Glass Work - Strings Swell

Hot Cold - Cue
Hot Cold - Back Stabber
Hot Cold - Eerie I
Hot Cold - Eerie Ii
Hot Cold - Res Liquid
Hot Cold - Synthetic Bowl

Old House - Cue
Old House - Drips
Old House - Going Down I
Old House - Going Down Ii
Old House - Presence Amb L
Old House - Presence Amb

Concrete - Death Rattle I
Concrete - Death Rattle Ii
Concrete - DeathRattle Deep
Concrete - Deep Pan
Concrete - Gong Ambience I
Concrete - Gong Ambience Ii

Dangerous Streets -All
Dangerous - Cue
Dangerous - Cracks
Dangerous - Creep Ambience
Dangerous - Dronings
Dangerous - Stoney Broke

Geothermal -All
Geothermal - Deep Under
Geothermal - Lifeforms
Geothermal - Living Breath
Geothermal - Pressure
Geothermal - Vents Loop
Geothermal - Vents Swell

Glass Work -All
Glass Work - Cue
Glass Work - Ferrous
Glass Work - Glass Ambience
Glass Work - Glass
Glass Work - Hydro
Glass Work - Metal Verb
Glass Work - Piano
Glass Work - Strings Loop
Glass Work - Strings Swell

Hot Cold -All
Hot Cold - Cue
Hot Cold - Back Stabber
Hot Cold - Eerie I
Hot Cold - Eerie Ii
Hot Cold - Res Liquid
Hot Cold - Synthetic Bowl

Old House -All
Old House - Cue
Old House - Drips
Old House - Going Down I
Old House - Going Down Ii
Old House - Presence Amb L
Old House - Presence Amb

Old House - Stairway
Old House - Voice Of House
Old House - Wind And Wood

Old House - Stairway
Old House - Voice Of House
Old House - Wind And Wood

Storage Facility

Storage Fac - Cue
Storage Fac - Baron Amb
Storage Fac - Baron Ii
Storage Fac - Baron Iii
Storage Fac - Brown Out
Storage Fac - Feedback Amb
Storage Fac - Roof Runs
Storage Fac - Storage Loop

Storage Facility -All
Storage Fac - Cue
Storage Fac - Baron Amb
Storage Fac - Baron Ii
Storage Fac - Baron Iii
Storage Fac - Brown Out
Storage Fac - Feedback Amb
Storage Fac - Roof Runs
Storage Fac - Storage Loop

Subsonic blasts, gusts of wind feedback, and creepy textures:

Temple Chill

Temple Chill - Cue
Temple Chill - Deep Gongs
Temple Chill - Temple Drone
Temple Chill - Temple Rain
Temple Chill - Temple Vis L
Temple Chill - Temple Vista
Temple Chill - The Call

Temple Chill -All
Temple Chill - Cue
Temple Chill - Deep Gongs
Temple Chill - Temple Drone
Temple Chill - Temple Rain
Temple Chill - Temple Vis L
Temple Chill - Temple Vista
Temple Chill - The Call

Deep temple gongs and breathy drones give the temple vista its meditative atmosphere:

The Bells

The Bells - Cue
The Bells - Impact Verb
The Bells - Pulse Drone
The Bells - Pulse Hi Swell
The Bells - Pulse Hi
The Bells - Pulse Lo Swell
The Bells - Shadow Hit
The Bells - Sub Static
The Bells - The Bells

The Bells -All
The Bells - Cue
The Bells - Impact Verb
The Bells - Pulse Drone
The Bells - Pulse Hi Swell
The Bells - Pulse Hi
The Bells - Pulse Lo Swell
The Bells - Shadow Hit
The Bells - Sub Static
The Bells - The Bells

Deep bells underpin warbling streams of energy:

Dark Score

Aftermath

Aftermath - Cue
Aftermath - Ambience
Aftermath - Loop
Aftermath - On Deck
Aftermath - Reverb Slash
Aftermath - Shredder Amb
Aftermath - Stinger
Aftermath - Wind Stack

Aftermath -All
Aftermath - Cue
Aftermath - Ambience
Aftermath - Loop
Aftermath - On Deck
Aftermath - Reverb Slash
Aftermath - Shredder Amb
Aftermath - Stinger
Aftermath - Wind Stack

Huge orchestral stingers and harsh amped-up bowed guitars transition into serene ambience:

Demolition

Demolition - Cue

Demolition -All
Demolition - Cue

Piercing strings blend with treated recordings of a live building demolition to create a truly apocalyptic moment:

Downward Spiral

A blend of orchestral stingers, descending ambience, and huge tribal drum take the listener on a trip down the spiral:

Escape

Sinister drone swells and mechanical ambience form the basis of this sinister soundscape:

Hard Foam

Deep pure tones pulsate under a layer of bubbling noise and layered ambiences:

Hawk Eye

Stingers and anvil strikes provide shocking events between deep ambiences:

Demolition - Dark Ambi L
Demolition - Dark Ambience
Demolition - Gear Grinder
Demolition - Steam Roller
Demolition - Stinger
Demolition - String Sweep

Down Spiral - Cue
Down Spiral - Anvil
Down Spiral - Big Drum
Down Spiral - Pipe Hit
Down Spiral - Pipes
Down Spiral - Thunder Perc
Down Spiral - Whines

Escape - Cue
Escape - Air Works
Escape - Big Crash Stinger
Escape - Bower Ambience
Escape - Bower I
Escape - Bower Reserve
Escape - Deep Bower
Escape - Open Ambience
Escape - Strikker
Escape - Sword Sheath
Escape - Tritone Bower

Hard Foam - Cue
Hard Foam - Deep Pulse
Hard Foam - Gurgle I
Hard Foam - Gurgle Ii
Hard Foam - Night Life
Hard Foam - Steel Pad
Hard Foam - Steel Swell

Hawk Eye - Cue
Hawk Eye - Deep Warbler
Hawk Eye - Echo Hit
Hawk Eye - Metallic Layers
Hawk Eye - Ringer Hit
Hawk Eye - Winds
Hawk Eye - Work Ambience
Hawk Eye - Warbler Loop

Demolition - Dark Ambi L
Demolition - Dark Ambience
Demolition - Gear Grinder
Demolition - Steam Roller
Demolition - Stinger
Demolition - String Sweep

Downward Spiral -All
Down Spiral - Cue
Down Spiral - Anvil
Down Spiral - Big Drum
Down Spiral - Pipe Hit
Down Spiral - Pipes
Down Spiral - Thunder Perc
Down Spiral - Whines

Escape -All
Escape - Cue
Escape - Air Works
Escape - Big Crash Stinger
Escape - Bower Ambience
Escape - Bower I
Escape - Bower Reserve
Escape - Deep Bower
Escape - Open Ambience
Escape - Strikker
Escape - Sword Sheath
Escape - Tritone Bower

Hard Foam -All
Hard Foam - Cue
Hard Foam - Deep Pulse
Hard Foam - Gurgle I
Hard Foam - Gurgle Ii
Hard Foam - Night Life
Hard Foam - Steel Pad
Hard Foam - Steel Swell

Hawk Eye -All
Hawk Eye - Cue
Hawk Eye - Deep Warbler
Hawk Eye - Echo Hit
Hawk Eye - Metallic Layers
Hawk Eye - Ringer Hit
Hawk Eye - Winds
Hawk Eye - Work Ambience
Hawk Eye - Warbler Loop

Hive

Inside the hive the listener can hear distant activity of the alien creatures:

Hive - Cue
Hive - Fresh Air
Hive - Hive Loop
Hive - Lofi Drone
Hive - Soldier Ambience
Hive - Soldiers I
Hive - Soldiers II

Hive -All
Hive - Cue
Hive - Fresh Air
Hive - Hive Loop
Hive - Lofi Drone
Hive - Soldier Ambience
Hive - Soldiers I
Hive - Soldiers II

Hunter

The distorted rhythmic pulse of the hunter's drums foreshadow deep slashing attacks:

Hunter - Cue
Hunter - Ambient Hit
Hunter - Barks
Hunter - Hunter Ambience
Hunter - Hunter Drone
Hunter - Indian
Hunter - Kill Stinger
Hunter - Sub Hit

Hunter -All
Hunter - Cue
Hunter - Ambient Hit
Hunter - Barks
Hunter - Hunter Ambience
Hunter - Hunter Drone
Hunter - Indian
Hunter - Kill Stinger
Hunter - Sub Hit

Lower Realm

Layers of futuristic textures build and morph while explosive stingers fire:

Lower Realm - Cue
Lower Realm - Ambience Top
Lower Realm - Ambience
Lower Realm - Dust Cloud
Lower Realm - Realm Hit

Lower Realm -All
Lower Realm - Cue
Lower Realm - Ambience Top
Lower Realm - Ambience
Lower Realm - Dust Cloud
Lower Realm - Realm Hit

Metallic

Bright metallic strikes, bells, and pipes:

Metallic - Cue
Metallic - Bell Strike
Metallic - Harmonic Crash
Metallic - Hot Drone
Metallic - Little Bell
Metallic - Long Crash
Metallic - Pipe Percussion

Metallic -All
Metallic - Cue
Metallic - Bell Strike
Metallic - Harmonic Crash
Metallic - Hot Drone
Metallic - Little Bell
Metallic - Long Crash
Metallic - Pipe Percussion

Night Shift

Subway sweeps and manipulations add to a deep, midnight ambience:

Night Shift - Cue
Night Shift - City Slam
Night Shift - City Sweep
Night Shift - Drill Drone
Night Shift - Sound O Night
Night Shift - Sterile Light
Night Shift - Subway Pass
Night Shift - Underground

Night Shift -All
Night Shift - Cue
Night Shift - City Slam
Night Shift - City Sweep
Night Shift - Drill Drone
Night Shift - Sound O Night
Night Shift - Sterile Light
Night Shift - Subway Pass
Night Shift - Underground

Restructure

Restructure - Cue
Restructure - Deep

Restructure -All
Restructure - Cue
Restructure - Deep

Double stingers transition into rolling drones and insect ambiences:

Stalker

Deep heartbeats are audible in the listener's ears, accompanied by piercing stingers and stone ambiences:

Traitor

Layers of sweeping ambiences blend to form a disorienting sound mass:

Twisted Chimes

An ensemble of processed bells provide the atonal texture of 'Twisted Chimes':

Under Current

Ambient bells, washes of reverb, and vocal textures sit above a deep pulsating heartbeat:

Restructure - Dist Swell 1
Restructure - Dist Swell 2
Restructure - Double Hit
Restructure - Drone
Restructure - Insekt

Stalker - Cue
Stalker - Death Strike
Stalker - Heart Beat Loop
Stalker - Heart Beat Perc 1
Stalker - Heart Beat Perc 2
Stalker - Paranoia Ambi L
Stalker - Paranoia Ambience
Stalker - Pierced Heart
Stalker - Stone Ambience L
Stalker - Stone Ambience

Traitor - Cue
Traitor - Disorientation
Traitor - Mechanic Thunder
Traitor - Natural Ambience

Twisted Chimes - Cue
Twisted Chimes - Aullido L
Twisted Chimes - Aullido
Twisted Chimes - Harm Bells
Twisted Chimes - Hi Chime
Twisted Chimes - Lo Chime

UnderCurrent - Cue
UnderCurrent - Air Pass
UnderCurrent - Blood Press
UnderCurrent - Harm Bender
UnderCurrent - Panner Bells

Boolean - Cue
Boolean - Gates I
Boolean - Gates II
Boolean - Main Ambience
Boolean - Mainframe Loop
Boolean - Process

Restructure - Dist Swell 1
Restructure - Dist Swell 2
Restructure - Double Hit
Restructure - Drone
Restructure - Insekt

Stalker -All
Stalker - Cue
Stalker - Death Strike
Stalker - Heart Beat Loop
Stalker - Heart Beat Perc 1
Stalker - Heart Beat Perc 2
Stalker - Paranoia Ambi L
Stalker - Paranoia Ambience
Stalker - Pierced Heart
Stalker - Stone Ambience L
Stalker - Stone Ambience

Traitor -All
Traitor - Cue
Traitor - Disorientation
Traitor - Mechanic Thunder
Traitor - Natural Ambience

Twisted Chimes -All
Twisted Chimes - Cue
Twisted Chimes - Aullido L
Twisted Chimes - Aullido
Twisted Chimes - Harm Bells
Twisted Chimes - Hi Chime
Twisted Chimes - Lo Chime

Under Current -All
UnderCurrent - Cue
UnderCurrent - Air Pass
UnderCurrent - Blood Press
UnderCurrent - Harm Bender
UnderCurrent - Panner Bells

Boolean -All
Boolean - Cue
Boolean - Gates I
Boolean - Gates II
Boolean - Main Ambience
Boolean - Mainframe Loop
Boolean - Process

Science Core

Boolean

Digital functions and manipulations provide a synthetic soundscape:

Core

Synthetic textures, hits, and sound fx make up a futuristic ambience soundscape:

Boolean - System Crash

Core - Cue
Core - Circuit Bender
Core - Data Warp
Core - Depth Charge
Core - Digital Static
Core - Engine Room
Core - Liquid Ambience L

Boolean - System Crash

Core -All
Core - Cue
Core - Circuit Bender
Core - Data Warp
Core - Depth Charge
Core - Digital Static
Core - Engine Room
Core - Liquid Ambience L

Cyber City

Opening with a soaring stinger, 'Cyber City' drops the listener into a dark world of fizzing activity, signals, and sub drones:

Cyber City - Cue
Cyber City - Activity Amb
Cyber City - Cyber Winds
Cyber City - LowLevel Amb
Cyber City - LowLevel Swell
Cyber City - Optical Drone
Cyber City - Stinger Sweep

Cyber City -All
Cyber City - Cue
Cyber City - Activity Amb
Cyber City - Cyber Winds
Cyber City - LowLevel Amb
Cyber City - LowLevel Swell
Cyber City - Optical Drone
Cyber City - Stinger Sweep

Genome Stinger

'Genome Stinger' combines complex layers of drones, ambient textures, granular fx, and powerful sub swells:

Genome - Cue
Genome - Activity Ambience
Genome - Compiler Fx
Genome - Digital Thunder
Genome - Gruff Swell
Genome - Mechanism
Genome - Metal Door
Genome - Top Gear

Genome Stinger -All
Genome - Cue
Genome - Activity Ambience
Genome - Compiler Fx
Genome - Digital Thunder
Genome - Gruff Swell
Genome - Mechanism
Genome - Metal Door
Genome - Top Gear

Giga

Laser stingers, layered drones, and modulating electronics:

Giga - Cue
Giga - Data Stream L
Giga - Data Stream
Giga - Liquid Stream L
Giga - Liquid Stream
Giga - Pulse Rifle Ex
Giga - Static Output L
Giga - Static Output
Giga - Sub Ambience

Giga -All
Giga - Cue
Giga - Data Stream L
Giga - Data Stream
Giga - Liquid Stream L
Giga - Liquid Stream
Giga - Pulse Rifle Ex
Giga - Static Output L
Giga - Static Output
Giga - Sub Ambience

Mega Stinger

Huge sub drop stinger with fx, drones, and ambiances:

Mega Stinger - Cue
Mega Stinger - Crash Impact
Mega Stinger - Distender
Mega Stinger - Drop
Mega Stinger - Lofi Swell
Mega Stinger - Mega Hit

Mega Stinger -All
Mega Stinger - Cue
Mega Stinger - Crash Impact
Mega Stinger - Distender
Mega Stinger - Drop
Mega Stinger - Lofi Swell
Mega Stinger - Mega Hit

Metal Crush

Firey synth drones contrast with resonant ambiances and destructive stinger hits:

Metal Crush - Cue
Metal Crush - Ambience Loop
Metal Crush - Ambience
Metal Crush - Fire Drone
Metal Crush - Fire Sweep
Metal Crush - Hit
Metal Crush - Sweep

Metal Crush -All
Metal Crush - Cue
Metal Crush - Ambience Loop
Metal Crush - Ambience
Metal Crush - Fire Drone
Metal Crush - Fire Sweep
Metal Crush - Hit
Metal Crush - Sweep

Production Line

The 'Production Line' is composed of industrial sirens, activities, and impacts:

Prod Line - Cue
Prod Line - Achtung
Prod Line - Ambience Mix
Prod Line - Deep Pipe
Prod Line - Lazer Strike
Prod Line - Stinger Mix
Prod Line - Zapper Fx

Production Line -All
Prod Line - Cue
Prod Line - Achtung
Prod Line - Ambience Mix
Prod Line - Deep Pipe
Prod Line - Lazer Strike
Prod Line - Stinger Mix
Prod Line - Zapper Fx

Robotic

Distant electrical thunder, throbbing under currents, and mechanical passes build the sterile atmosphere of this robotic aural world:

Robotic - Cue
Robotic - Lasers
Robotic - Leverage
Robotic - Robot Wars I
Robotic - Robot Wars II
Robotic - Sinister Activity
Robotic - Sub Hit
Robotic - Subroutine L
Robotic - Subroutine

Robotic -All
Robotic - Cue
Robotic - Lasers
Robotic - Leverage
Robotic - Robot Wars I
Robotic - Robot Wars II
Robotic - Sinister Activity
Robotic - Sub Hit
Robotic - Subroutine L
Robotic - Subroutine

Space Docking Bay

Inside the docking bay futuristic ships are refueled, strange machines carry out maintenance tasks, and spacial ambiances echo:

Space DB - Cue
Space DB - Cyber Reverser
Space DB - Dock Fx
Space DB - Exhaust
Space DB - Harmonic Drone
Space DB - Low Blow
Space DB - Mech Fx
Space DB - Spacial Ambien L
Space DB - Spacial Ambience
Space DB - Spacial Stinger
Space DB - Spacial Void

Space Docking Bay -All
Space DB - Cue
Space DB - Cyber Reverser
Space DB - Dock Fx
Space DB - Exhaust
Space DB - Harmonic Drone
Space DB - Low Blow
Space DB - Mech Fx
Space DB - Spacial Ambien L
Space DB - Spacial Ambience
Space DB - Spacial Stinger
Space DB - Spacial Void

Technophobe

Technophobe - Cue
Technophobe - Clunk
Technophobe - Deep Roll
Technophobe - Fumes

Technophobe -All
Technophobe - Cue
Technophobe - Clunk
Technophobe - Deep Roll
Technophobe - Fumes

Synthetic chirps and squeals are the prelude to fuzzy, pulsing drones, synth drops, and deep metal hits:

Technophobe - Suggestion
Technophobe - Synth Bender
Technophobe - Techno Drone
Technophobe - Twisted Ambi
Technophobe - Twisted

Technophobe - Suggestion
Technophobe - Synth Bender
Technophobe - Techno Drone
Technophobe - Twisted Ambi
Technophobe - Twisted

Textural

Blitz

'Blitz' opens with a distorted drone that transitions in a spatially modulated ambience, become intensifying into a blistering crescendo:

Blitz - Cue
Blitz - Blazer
Blitz - Intensity
Blitz - Lower Space
Blitz - Soother Ambience
Blitz - Upper Space Alt
Blitz - Upper Space

Blitz -All
Blitz - Cue
Blitz - Blazer
Blitz - Intensity
Blitz - Lower Space
Blitz - Soother Ambience
Blitz - Upper Space Alt
Blitz - Upper Space

Dark Romance

Deep thunder and midnight rain is penetrated by a divine choral section in this Genesis inspired cue:

Dark Rom - Cue
Dark Rom - Choral Ambience
Dark Rom - Deep Ambience L
Dark Rom - Deep Ambience
Dark Rom - Hi Choir
Dark Rom - Lo Choir
Dark Rom - String Drone
Dark Rom - Thunder I
Dark Rom - Thunder II
Dark Rom - Thunder III

Dark Romance -All
Dark Rom - Cue
Dark Rom - Choral Ambience
Dark Rom - Deep Ambience L
Dark Rom - Deep Ambience
Dark Rom - Hi Choir
Dark Rom - Lo Choir
Dark Rom - String Drone
Dark Rom - Thunder I
Dark Rom - Thunder II
Dark Rom - Thunder III

Ethnodrone

Multi-layered textures form a deep, complex drone with glassy highlights:

Ethnodrone - Cue
Ethnodrone - Brass Toast
Ethnodrone - Composite
Ethnodrone - Dirty Panner
Ethnodrone - Fuzzy Bum
Ethnodrone - Glass Top

Ethnodrone -All
Ethnodrone - Cue
Ethnodrone - Brass Toast
Ethnodrone - Composite
Ethnodrone - Dirty Panner
Ethnodrone - Fuzzy Bum
Ethnodrone - Glass Top

Hilo

Pure high tones pierce dark, indefinite bass textures:

Hilo - Aqualung
Hilo - Hi Glass
Hilo - Mix
Hilo - String Drone
Hilo - Warper Loop
Hilo - Warper Pad

Hilo -All
Hilo - Aqualung
Hilo - Hi Glass
Hilo - Mix
Hilo - String Drone
Hilo - Warper Loop
Hilo - Warper Pad

Lazer Room

Lazer Room - Cue
Lazer Room - Air Works

Lazer Room -All
Lazer Room - Cue
Lazer Room - Air Works

High pitch data fx sit above a deep, undulating texture and distant mechanical groan:

Mysterium

Layers of bowed instruments forming an extremely complex textural drone:

Newtonian

Layers of shimmering glass and howling pipes transition into a firey yet calm ambient drone:

Outbreak

Fizzy granular foam crackles above dense ambient clusters and deep lo-fi swells:

Seventh

Dense layers of ambient noise modulate behind clear bowed guitar tones and deep string bass:

Tension Tube

Pipe hits and stingers feature over an intense, complex drone:

Toxic Planet

Lazer Room - Binary Sweep
Lazer Room - Clang
Lazer Room - Lazer Loop
Lazer Room - Number Crunch
Lazer Room - Pipe Drone

Mysterium - Cue
Mysterium - Bottom
Mysterium - Diablo Drone
Mysterium - Diablo Loop
Mysterium - Gas Whistler
Mysterium - Shards Ambience
Mysterium - Shards Hi
Mysterium - Shards Lo

Newtonian - Cue
Newtonian - Beltone Ambi
Newtonian - Feeder Drone
Newtonian - Howling
Newtonian - Metal Morph
Newtonian - Water Works

Outbreak - Cue
Outbreak - Breath Machine
Outbreak - Fizzle
Outbreak - Grit Drone
Outbreak - Sharp Edge

Seventh - Cue
Seventh - Air Stretcher
Seventh - Layer
Seventh - Long Guitar
Seventh - String Bottom

Tension Tube - Cue
Tension Tube - Ambience
Tension Tube - Chrome
Tension Tube - Low Life
Tension Tube - Pine Hit
Tension Tube - Tooth Grind
Tension Tube - Tube Texture

Lazer Room - Binary Sweep
Lazer Room - Clang
Lazer Room - Lazer Loop
Lazer Room - Number Crunch
Lazer Room - Pipe Drone

Mysterium -All
Mysterium - Cue
Mysterium - Bottom
Mysterium - Diablo Drone
Mysterium - Diablo Loop
Mysterium - Gas Whistler
Mysterium - Shards Ambience
Mysterium - Shards Hi
Mysterium - Shards Lo

Newtonian -All
Newtonian - Cue
Newtonian - Beltone Ambi
Newtonian - Feeder Drone
Newtonian - Howling
Newtonian - Metal Morph
Newtonian - Water Works

Outbreak -All
Outbreak - Cue
Outbreak - Breath Machine
Outbreak - Fizzle
Outbreak - Grit Drone
Outbreak - Sharp Edge

Seventh -All
Seventh - Cue
Seventh - Air Stretcher
Seventh - Layer
Seventh - Long Guitar
Seventh - String Bottom

Tension Tube -All
Tension Tube - Cue
Tension Tube - Ambience
Tension Tube - Chrome
Tension Tube - Low Life
Tension Tube - Pine Hit
Tension Tube - Tooth Grind
Tension Tube - Tube Texture

Toxic Planet -All

Modulated noise surfers over a deep filtered drone and razor sharp slow passes:

Waves

Lofi sound fx, disturbing rhythmic drones, and deep drone-like fx:

Wire Orchestra

Wire instruments form discrete sections within this ambiguous, dense texture:

Toxic P - Cue
Toxic P - Ambient Swell
Toxic P - Cranked Up
Toxic P - Dense Syn Wind
Toxic P - Down Below
Toxic P - Jets
Toxic P - Metal Gear
Toxic P - Toxic Loop I
Toxic P - Toxic Loop II

Toxic P - Cue
Toxic P - Ambient Swell
Toxic P - Cranked Up
Toxic P - Dense Syn Wind
Toxic P - Down Below
Toxic P - Jets
Toxic P - Metal Gear
Toxic P - Toxic Loop I
Toxic P - Toxic Loop II

Waves - Cue
Waves - Mercury Ambience
Waves - Turbine Cruncher
Waves - Turbine Loop
Waves - Turbine
Waves - Void Ambience

Waves -All
Waves - Cue
Waves - Mercury Ambience
Waves - Turbine Cruncher
Waves - Turbine Loop
Waves - Turbine
Waves - Void Ambience

Wire Orchestra - Cue
Wire Orchestra - Hi Cloud
Wire Orchestra - Lo Cloud
Wire Orchestra - Wire Bow
Wire Orchestra - Wire Choir

Wire Orchestra -All
Wire Orchestra - Cue
Wire Orchestra - Hi Cloud
Wire Orchestra - Lo Cloud
Wire Orchestra - Wire Bow
Wire Orchestra - Wire Choir

Single Hit Sounds

Single Hit - Access

This section is composed of themed collections of individual samples, ranging from beautiful washes of ambient bliss, to harsh digital blasts & granular FX. Access codes being entered and approved / denied:

Access - Access Fx 1
Access - Access Fx 2
Access - Access Fx 3
Access - Access Fx 4
Access - Access Fx 5
Access - Access Terminal 1
Access - Access Terminal 2

Access -All
Access - Access Fx 1
Access - Access Fx 2
Access - Access Fx 3
Access - Access Fx 4
Access - Access Fx 5
Access - Access Terminal 1
Access - Access Terminal 2

Single Hit - Ambient Fx

Glistening washes and sweeps, glissandos, and doppler passes:

Ambient Fx - Ambient Hit 1
Ambient Fx - Ambient Hit 2
Ambient Fx - Atonal Creek
Ambient Fx - Mini Moto
Ambient Fx - Shifter 1
Ambient Fx - Shifter 2
Ambient Fx - Shifter 3
Ambient Fx - Subspacial

Ambient Fx -All
Ambient Fx - Ambient Hit 1
Ambient Fx - Ambient Hit 2
Ambient Fx - Atonal Creek
Ambient Fx - Mini Moto
Ambient Fx - Shifter 1
Ambient Fx - Shifter 2
Ambient Fx - Shifter 3
Ambient Fx - Subspacial

Single Hit - Aqua Sweep

Aqua Sweep - Aqua Swp 1

Aqua Sweep -All
Aqua Sweep - Aqua Swp 1

Beautiful moments of light

Aqua Sweep - Aqua Swp 2
Aqua Sweep - Aqua Swp 3
Aqua Sweep - Aqua Swp 4
Aqua Sweep - Aqua Swp 5
Aqua Sweep - Beautiful Mo 1
Aqua Sweep - Beautiful Mo 2

Aqua Sweep - Aqua Swp 2
Aqua Sweep - Aqua Swp 3
Aqua Sweep - Aqua Swp 4
Aqua Sweep - Aqua Swp 5
Aqua Sweep - Beautiful Mo 1
Aqua Sweep - Beautiful Mo 2

Single Hit - Black Key

Bizarre detuned and reverberated piano sound FX:

Black Key - Black Key 1
Black Key - Black Key 2
Black Key - Black Key 3
Black Key - Black Key 4

Black Key -All
Black Key - Black Key 1
Black Key - Black Key 2
Black Key - Black Key 3
Black Key - Black Key 4

Single Hit - Circular

Sound fx based on various metal instruments being bowed, scraped, and slashed:

Circular - Burn Cycle
Circular - Circular 1
Circular - Circular 2
Circular - Fretter Sweep
Circular - Lisp 1
Circular - Lisp 2
Circular - Pots N Pans
Circular - Schreider
Circular - Wire Sweep 1
Circular - Wire Sweep 2

Circular -All
Circular - Burn Cycle
Circular - Circular 1
Circular - Circular 2
Circular - Fretter Sweep
Circular - Lisp 1
Circular - Lisp 2
Circular - Pots N Pans
Circular - Schreider
Circular - Wire Sweep 1
Circular - Wire Sweep 2

Single Hit - Cpu Fx

CPUs, crunching and crashing, passing and processing data:

Cpu Fx - Databuss Swell
Cpu Fx - Databuss
Cpu Fx - Hacker Fx
Cpu Fx - Login Pass
Cpu Fx - Operator Sweep 1
Cpu Fx - Operator Sweep 2
Cpu Fx - Override St
Cpu Fx - Override
Cpu Fx - Retinal Scan Ii
Cpu Fx - Retinal Scan
Cpu Fx - Slider 1
Cpu Fx - Slider 2
Cpu Fx - The Strain

Cpu Fx -All
Cpu Fx - Databuss Swell
Cpu Fx - Databuss
Cpu Fx - Hacker Fx
Cpu Fx - Login Pass
Cpu Fx - Operator Sweep 1
Cpu Fx - Operator Sweep 2
Cpu Fx - Override St
Cpu Fx - Override
Cpu Fx - Retinal Scan Ii
Cpu Fx - Retinal Scan
Cpu Fx - Slider 1
Cpu Fx - Slider 2
Cpu Fx - The Strain

Single Hit - Digi Fx

Various electronic blasts, sweeps, and glitches:

Digi Fx - Buzzer
Digi Fx - Digi Fx 1
Digi Fx - Digi Fx 2
Digi Fx - Digi Fx 3
Digi Fx - Digitization
Digi Fx - Error Message
Digi Fx - Power Up

Digi Fx -All
Digi Fx - Buzzer
Digi Fx - Digi Fx 1
Digi Fx - Digi Fx 2
Digi Fx - Digi Fx 3
Digi Fx - Digitization
Digi Fx - Error Message
Digi Fx - Power Up

Digi Fx - Vinyl Lofi 1
Digi Fx - Vinyl Lofi 2

Digi Fx - Vinyl Lofi 1
Digi Fx - Vinyl Lofi 2

Single Hit - Digital Functions

Digital Functions - Cpu 1
Digital Functions - Cpu 2
Digital Functions - Cpu 3
Digital Functions - Cpu 4
Digital Functions - Cpu 5
Digital Functions - Cpu 6
Digital Functions - Cpu 7
Digital Functions - Cpu 8
Digital Functions - Cpu 9
Digital Functions - Cpu 10
Digital Functions - Cpu 11
Digital Functions - Cpu 12
Digital Functions - Cpu 13
Digital Functions - Cpu 14
Digital Functions - Cpu 15
Digital Functions - Cpu 16
Digital Functions - Cpu 17

Digital Functions -All
Digital Functions - Cpu 1
Digital Functions - Cpu 2
Digital Functions - Cpu 3
Digital Functions - Cpu 4
Digital Functions - Cpu 5
Digital Functions - Cpu 6
Digital Functions - Cpu 7
Digital Functions - Cpu 8
Digital Functions - Cpu 9
Digital Functions - Cpu 10
Digital Functions - Cpu 11
Digital Functions - Cpu 12
Digital Functions - Cpu 13
Digital Functions - Cpu 14
Digital Functions - Cpu 15
Digital Functions - Cpu 16
Digital Functions - Cpu 17

Data being processed:

Single Hit - Explosive Impacts

Ex Impacts - Developer 1
Ex Impacts - Developer 2
Ex Impacts - Developer 3
Ex Impacts - Exposive 1
Ex Impacts - Exposive 2
Ex Impacts - Exposive 3
Ex Impacts - Exposive 4
Ex Impacts - Exposive 5
Ex Impacts - Exposive 6
Ex Impacts - Exposive 7
Ex Impacts - Master Hit

Explosive Impacts -All
Ex Impacts - Developer 1
Ex Impacts - Developer 2
Ex Impacts - Developer 3
Ex Impacts - Exposive 1
Ex Impacts - Exposive 2
Ex Impacts - Exposive 3
Ex Impacts - Exposive 4
Ex Impacts - Exposive 5
Ex Impacts - Exposive 6
Ex Impacts - Exposive 7
Ex Impacts - Master Hit

Huge impacts, drops, and explosions:

Single Hit - Freight Pass

Freight Pass - Decoder
Freight Pass - Pass 1
Freight Pass - Pass 2
Freight Pass - Pass 3
Freight Pass - Wrench Sweep

Freight Pass -All
Freight Pass - Decoder
Freight Pass - Pass 1
Freight Pass - Pass 2
Freight Pass - Pass 3
Freight Pass - Wrench Sweep

Sweeps and fx derived from passing freight trucks and locomotives:

Single Hit - Grain Fx

Grain Fx - Cpu Grain Fx 1
Grain Fx - Cpu Grain Fx 2
Grain Fx - Cpu Grain Fx 3
Grain Fx - Mech Musique 1
Grain Fx - Mech Musique 2

Grain Fx -All
Grain Fx - Cpu Grain Fx 1
Grain Fx - Cpu Grain Fx 2
Grain Fx - Cpu Grain Fx 3
Grain Fx - Mech Musique 1
Grain Fx - Mech Musique 2

Various granular sound fx:

Grain Fx - Mech Musique 3
Grain Fx - Wet Grain Fx 1
Grain Fx - Wet Grain Fx 2
Grain Fx - Wet Grain Fx 3
Grain Fx - Wet Grain Fx 4
Grain Fx - White Grain Fx 1
Grain Fx - White Grain Fx 2
Grain Fx - White Grain Fx 3
Grain Fx - White Grain Fx 4
Grain Fx - White Grain Fx 5

Grain Fx - Mech Musique 3
Grain Fx - Wet Grain Fx 1
Grain Fx - Wet Grain Fx 2
Grain Fx - Wet Grain Fx 3
Grain Fx - Wet Grain Fx 4
Grain Fx - White Grain Fx 1
Grain Fx - White Grain Fx 2
Grain Fx - White Grain Fx 3
Grain Fx - White Grain Fx 4
Grain Fx - White Grain Fx 5

Single Hit - Harmonic Cymbal

Pure harmonic tones of traditional and homemade idiophones, manipulated through digital processes:

Harmonic Cymbal 1
Harmonic Cymbal 2
Harmonic Cymbal 3
Harmonic Cymbal 4

Harmonic Cymbals -All

Harmonic Cymbal 1
Harmonic Cymbal 2
Harmonic Cymbal 3
Harmonic Cymbal 4

Single Hit - Kinetic

Static glitches and fx:

Kinetic - Kinetic 1
Kinetic - Kinetic 2
Kinetic - Kinetic 3
Kinetic - Kinetic 4
Kinetic - Kinetic 5
Kinetic - Kinetic 6
Kinetic - Kinetic 7

Kinetic -All

Kinetic - Kinetic 1
Kinetic - Kinetic 2
Kinetic - Kinetic 3
Kinetic - Kinetic 4
Kinetic - Kinetic 5
Kinetic - Kinetic 6
Kinetic - Kinetic 7

Single Hit - Mech Fx

Mechanical sound fx:

Mech Fx - Brittle
Mech Fx - Mech Fx 1
Mech Fx - Mech Fx 2
Mech Fx - Mech Fx 3
Mech Fx - Mech Fx 4
Mech Fx - Mech Fx 5

Mech Fx -All

Mech Fx - Brittle
Mech Fx - Mech Fx 1
Mech Fx - Mech Fx 2
Mech Fx - Mech Fx 3
Mech Fx - Mech Fx 4
Mech Fx - Mech Fx 5

Single Hit - Mega Industrial

Atomic blasts, explosions, industrial sweeps, and stingers:

Mega Ind - Crasher Hit
Mega Ind - Dee Hit
Mega Ind - Destroyer 1
Mega Ind - Destroyer 2
Mega Ind - Dropper
Mega Ind - Fuzz Cruncher
Mega Ind - Liquidation 1
Mega Ind - Liquidation 2
Mega Ind - Mega Industry 1
Mega Ind - Mega Industry 2
Mega Ind - Mega Industry 3
Mega Ind - Mega Industry 4
Mega Ind - Mega Industry 5

Mega Industrial -All

Mega Ind - Crasher Hit
Mega Ind - Dee Hit
Mega Ind - Destroyer 1
Mega Ind - Destroyer 2
Mega Ind - Dropper
Mega Ind - Fuzz Cruncher
Mega Ind - Liquidation 1
Mega Ind - Liquidation 2
Mega Ind - Mega Industry 1
Mega Ind - Mega Industry 2
Mega Ind - Mega Industry 3
Mega Ind - Mega Industry 4
Mega Ind - Mega Industry 5

Mega Ind - Megaton 1
Mega Ind - Megaton 2
Mega Ind - Pile Up
Mega Ind - Pulse Cannon
Mega Ind - Quik 1
Mega Ind - Super Sweep
Mega Ind - Violent Blast

Mega Ind - Megaton 1
Mega Ind - Megaton 2
Mega Ind - Pile Up
Mega Ind - Pulse Cannon
Mega Ind - Quik 1
Mega Ind - Super Sweep
Mega Ind - Violent Blast

Single Hit - Monster Movie

Monster Movie - Bell Tower
Monster Movie - Coil High
Monster Movie - Coil Low
Monster Movie - Creep
Monster Movie - Dark Skies
Monster Movie - Gargantuan
Monster Movie - Ghoulish
Monster Movie - Morbid High
Monster Movie - Morbid Low
Monster Movie - Slasher
Monster Movie - Spook Swell
Monster Movie - Startled
Monster Movie - Steamy
Monster Movie - Submerge 1
Monster Movie - Whiner

Monster Movie -All
Monster Movie - Bell Tower
Monster Movie - Coil High
Monster Movie - Coil Low
Monster Movie - Creep
Monster Movie - Dark Skies
Monster Movie - Gargantuan
Monster Movie - Ghoulish
Monster Movie - Morbid High
Monster Movie - Morbid Low
Monster Movie - Slasher
Monster Movie - Spook Swell
Monster Movie - Startled
Monster Movie - Steamy
Monster Movie - Submerge 1
Monster Movie - Whiner

Disturbing and terrifying
stingers and swells:

Single Hit - Morpheous Sweep

Morpheous Sweep - Gust
Morpheous Sweep 1
Morpheous Sweep 2
Morpheous Sweep 3
Morpheous Sweep 4
Morpheous Sweep 5
Morpheous Sweep 6

Morpheous Sweep -All
Morpheous Sweep - Gust
Morpheous Sweep 1
Morpheous Sweep 2
Morpheous Sweep 3
Morpheous Sweep 4
Morpheous Sweep 5
Morpheous Sweep 6

Fizzy, powerful, sweeps and
swells:

Single Hit - Orchestral Blaster

Orch Blast - Bone Cruncher
Orch Blast - Brutal Orch 1
Orch Blast - Brutal Orch 2
Orch Blast - Cine Hit 1
Orch Blast - Cine Hit 2
Orch Blast - Concrete Hit 1
Orch Blast - Concrete Hit 2
Orch Blast - Diab Sting I
Orch Blast - Diab Sting II
Orch Blast - Diab Sting III
Orch Blast - Fresh Blast
Orch Blast - G-L Impact
Orch Blast - Garbage Sting

Orchestral Blaster -All
Orch Blast - Bone Cruncher
Orch Blast - Brutal Orch 1
Orch Blast - Brutal Orch 2
Orch Blast - Cine Hit 1
Orch Blast - Cine Hit 2
Orch Blast - Concrete Hit 1
Orch Blast - Concrete Hit 2
Orch Blast - Diab Sting I
Orch Blast - Diab Sting II
Orch Blast - Diab Sting III
Orch Blast - Fresh Blast
Orch Blast - G-L Impact
Orch Blast - Garbage Sting

Orchestral and pseudo-
orchestral hits and stingers:

Orch Blast - Hack Hit 1
Orch Blast - Hack Hit 2
Orch Blast - Metallick
Orch Blast - Orch Blast 1
Orch Blast - Orch Blast 2
Orch Blast - Orch Blast 3
Orch Blast - Orch Blast 4
Orch Blast - Orch Blast 5
Orch Blast - Orch Blast 6
Orch Blast - Orch Blast 7
Orch Blast - Rock Bottom
Orch Blast - Scrap Yard
Orch Blast - Subsonic
Orch Blast - Tao
Orch Blast - Thunder Hit
Orch Blast - Tonal Strike

Orch Blast - Hack Hit 1
Orch Blast - Hack Hit 2
Orch Blast - Metallick
Orch Blast - Orch Blast 1
Orch Blast - Orch Blast 2
Orch Blast - Orch Blast 3
Orch Blast - Orch Blast 4
Orch Blast - Orch Blast 5
Orch Blast - Orch Blast 6
Orch Blast - Orch Blast 7
Orch Blast - Rock Bottom
Orch Blast - Scrap Yard
Orch Blast - Subsonic
Orch Blast - Tao
Orch Blast - Thunder Hit
Orch Blast - Tonal Strike

Single Hit - Science

Science - After Burner
Science - Beam Me Up 1
Science - Beam Me Up 2
Science - Death Ray 1
Science - Descender Fx
Science - Dialler
Science - Electric Atmos
Science - Failsafe
Science - Flange Hit 1
Science - Interstella
Science - Nostromo
Science - Power Hit
Science - Power Rev
Science - Rezz Fx 1
Science - Science Fx 1
Science - Science Pass
Science - Showcase Hit
Science - Shutdown
Science - Static Shock
Science - Subby 1
Science - Subby 2
Science - Subtractor 1
Science - The Tripods
Science - Ultimate Ascent
Science - Vapourised Beast
Science - Wacky Voco

Science -All
Science - After Burner
Science - Beam Me Up 1
Science - Beam Me Up 2
Science - Death Ray 1
Science - Descender Fx
Science - Dialler
Science - Electric Atmos
Science - Failsafe
Science - Flange Hit 1
Science - Interstella
Science - Nostromo
Science - Power Hit
Science - Power Rev
Science - Rezz Fx 1
Science - Science Fx 1
Science - Science Pass
Science - Showcase Hit
Science - Shutdown
Science - Static Shock
Science - Subby 1
Science - Subby 2
Science - Subtractor 1
Science - The Tripods
Science - Ultimate Ascent
Science - Vapourised Beast
Science - Wacky Voco

Single Hit - Tormented

Tormented - Haunted Motion
Tormented - Swell 1
Tormented - Swell 2

Tormented -All
Tormented - Haunted Motion
Tormented - Swell 1
Tormented - Swell 2

Various experimental stingers,
sweeps, and fx:

Haunted sweeps and groans: